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MAGAZINE

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REVIEWED!

MARIO TENNIS

IT'S ANOTHER NINTENDO SMASH!

PLUS REVIEWS OF...

**HERCULES
ISS 2000
TUROK 3**



**PLUS
INSIDE:**

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The sequel to the first (decent) beat-'em-up on the N64 finally arrives... was it worth the wait?



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ISSUE 44

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Turok 3: Shadow of Oblivion has the unenviable task of facing off against the formidable Perfect Dark. First-person shooter fans should undoubtedly be excited as Turok 3 looks set to be just as essential as Rare's effort. Players have a choice of characters to guide through the varied and great-looking levels, all driven along by some mammoth cut-scenes. By combining elements of Zelda, Resident Evil and Half-Life, Turok 3: Shadow of Oblivion will secure its place as one of the must-have titles of this year.



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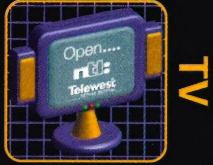


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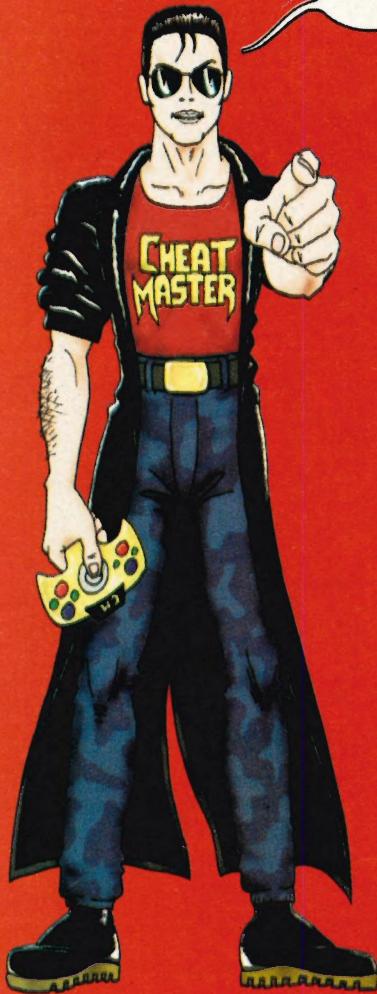
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Meet the Team!

EDITORIAL



Yes, this month the entire office was converted into a sealed environment, with videocameras in every nook and cranny, as we set out to get some idea of what those hapless

individuals who signed up to do the Channel Four gameshow *Big Brother* must be going through. It was tough spending a month with almost no food, with nothing but videogames to entertain us and only one shower between the whole team, but we stuck it out because we're daft like that.

Luckily there was absolutely loads to keep us occupied, as in the run up to ECTS 2000 the games have quite literally been flooding in! Thus we ended up with the exclusive review of *Hercules* from Titus and the first official review of *ISS 2000* (we're the only magazine to receive the finished code this month, so if anyone else has reviewed it then we're afraid to say they've been working from an unfinished version – the cads!) We also managed to get our hands (finally) on the review code for *Turok 3: Shadow Of Oblivion* and... well, let's just say that *Turok* fans aren't going to be disappointed! And of course there's our cover game, *Mario Tennis*, which does for that sport what *Mario Golf* did for... er, golf!

When you add in reviews of *Fighter's Destiny 2* and half a dozen of the latest Game Boy Color titles, a mammoth fully-mapped *Nuclear Strike* guide, the 'Not Nintendo' and 'At The Arcades' sections, features on Rare, Titus and a new computer-generated 3D movie called *Cyberworld*, plus all our regular bits 'n' pieces, well... we almost couldn't fit it all in! Thankfully we've got our missing pages back now, which is handy, 'cause this time around we really needed them!

Obviously we're all getting a little excited now about the upcoming ECTS show (which should have taken place by the time you read this). Rest assured that 64 MAGAZINE is going to hit London Olympia like a whirlwind and play every Nintendo title on show to within an inch of its life. Make sure you don't miss the next issue, where we'll be giving you detailed reports on everything that you can expect in the coming year.

Stick with 64 MAGAZINE, you know it makes sense!

Roy Kimber, Editor

This issue we have mostly been... Watched by Big Brother!



Roy

Since the whole 'locking ourselves in the office *Big Brother*-style' thing was actually Roy's idea, the rest of the team were a little put out when he actually escaped from the building on two occasions: for the preview of a new movie and for a free trip to Paris! He made up for it when he got back though by... erm, sleeping a lot!

Nicky

Top-class design chick Nicky was one of the worst hit during our *Big Brother*-esque experience as it meant that she was stuck in close quarters for a considerable length of time with a bunch of slobby blokes! Luckily she'd just got back from a well-deserved holiday, so that helped her to keep her cool.

Paul

New 64 MAGAZINE recruit Paul was quite literally thrown in at the deep end when he was given a desk, a dilapidated computer and a huge pile of games to work through. Eventually he was allowed out of the building away from our 'Big Brother office experience' for a short while to visit the local arcade – aren't we nice?

We'd Like To Say... We're Sorry!

05

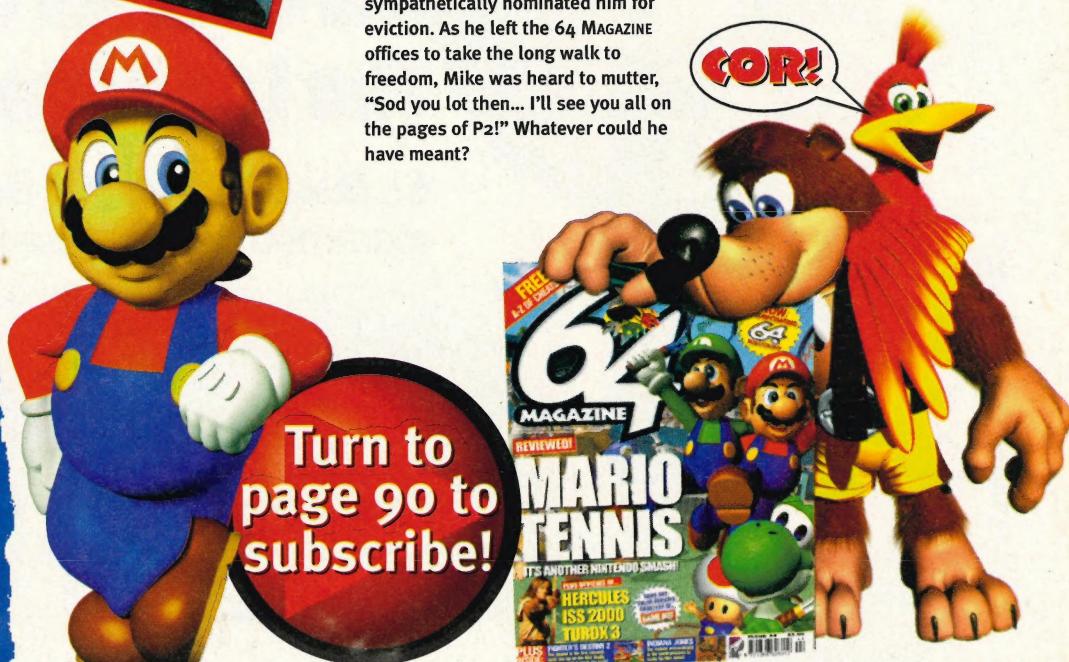
If you read our *Perfect Dark* feature last month then you may remember we did a boxout on the PR people that we met at the event. One of those people was Faye, PR exec for THQ, and at the time we mentioned that hers wasn't exactly an incredibly flattering photograph. When she saw the picture Faye was a little upset, so we promised to make up for it by printing one that was more representative of her. So... here it is! Once again: sorry Faye, now all our readers know (like we do) that you're just gosh-darned gorgeous!



Mike

Stalwart Staff Writer Mike kept himself busy during the first part of our enclosed escapade with some detailed research on top game-meister Rare. Unfortunately, as the weeks dragged on the stress began to tell and eventually it all became too much for Mike, so the rest of the team rather sympathetically nominated him for eviction. As he left the 64 MAGAZINE offices to take the long walk to freedom, Mike was heard to mutter, "Sod you lot then... I'll see you all on the pages of P2!" Whatever could he have meant?

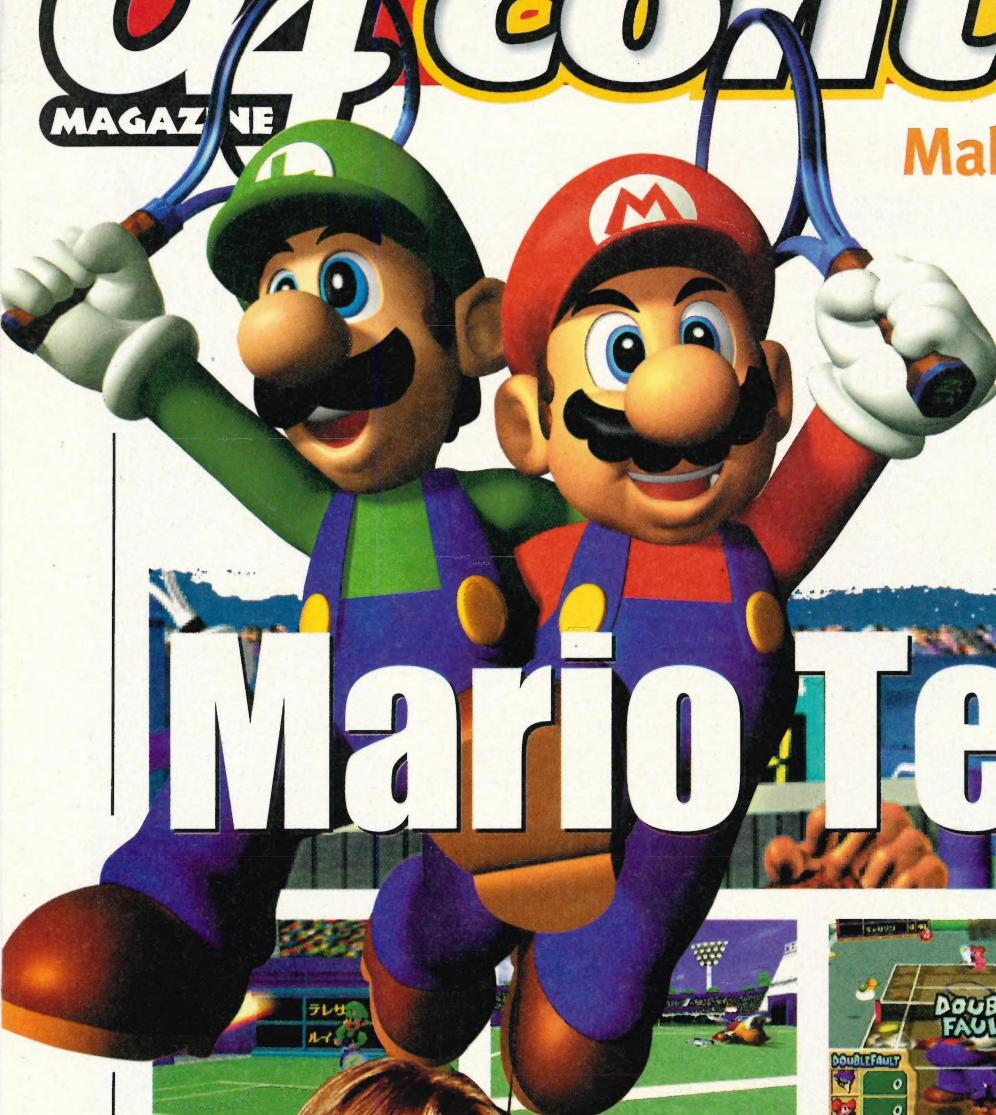
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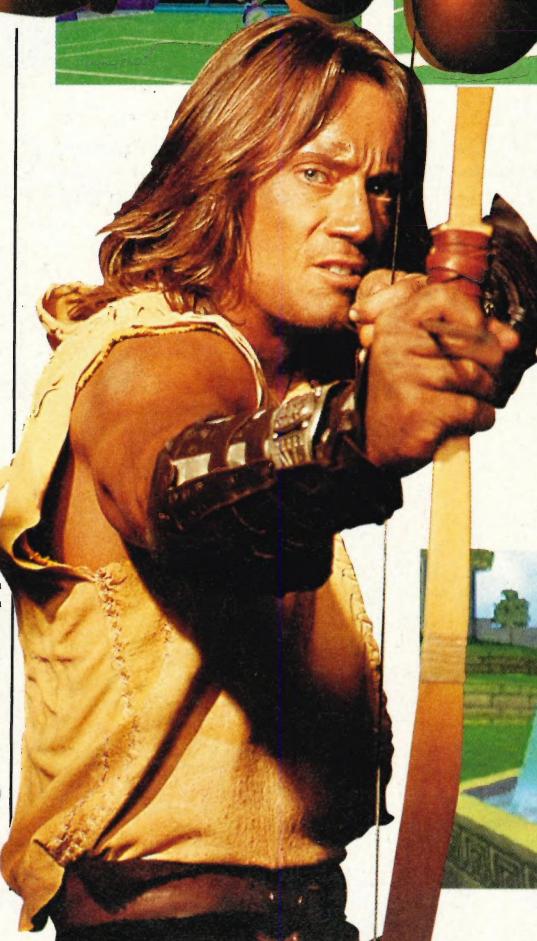
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Making a racket with
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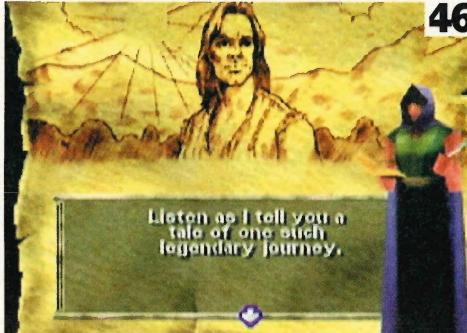
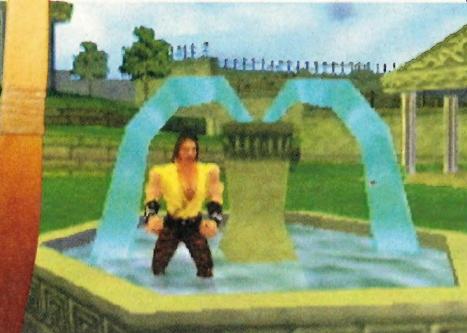
The *real* Italian Stallion holds court over this dangerously addictive sports title, with many of his old friends and some all-new ones too!

Mario Tennis



Hercules: The Legendary Journeys

64 MAGAZINE gets the first review of this mammoth game based on the top TV series.

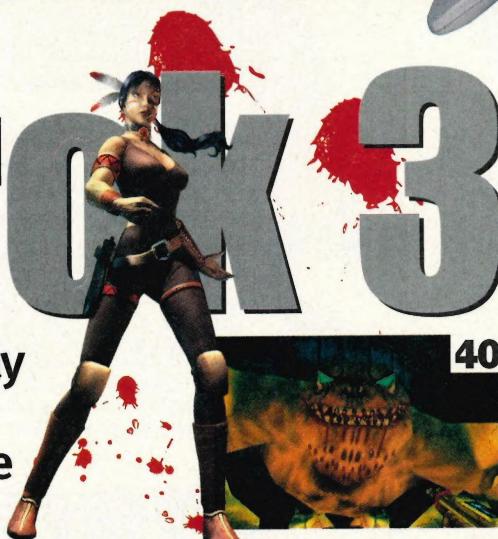


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Turok 3

Oblivion is on the way and only Turok can stop it. Time for some new blood...



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A HERCULEAN ADVENTURE



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To get the lowdown on Titus' latest N64 game before we reviewed it, 64 MAGAZINE went to Paris!

A VERY RARE BREED!



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We've all heard of them – but do you know how Rare got to be so good at making great games?

THE LAND OF MAKE BELIEVE...

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Prepare to be totally amazed by the state-of-the-art computer-generated 3D movie... *Cyberworld*!



NUCLEAR STRIKE 64

Having problems keeping the local terrorists in check? Then you need our fully-mapped guide to this airborne actioner!



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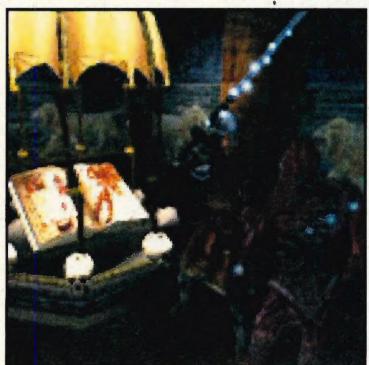
THE 64 SHOWCASE



Eternally Delayed?



There are times when you could almost curse the name 'Nintendo' and this is one of those occasions! The highly anticipated gothic-horror *Eternal Darkness* (which, by the way, plays like a dream) was due to come out right around Christmas. With *The Legend Of Zelda: Majora's Mask*, *Banjo-Tooie*, *Pokémon Puzzle League* and many other top titles due for release around the same time, it was looking like being a fairly fantastic Chrimbo but now *Eternal Darkness* has been pushed back to some time next year! We thought that while you shake your head in disbelief and mutter 'not again' under your breath, you might like some more screenshots of the game to dribble over. Enjoy!



[Above] So... you thought you would steal the holy library book, did you?

NINTENDO SPACEWORLD 2000



[Above] Apes of the world unite, you have nothing to lose but your bananas! Er... and your ties.



[Above] Yes, it's true, Nintendo really are making the fourth film in the Wes Craven series - *Scream 4!*

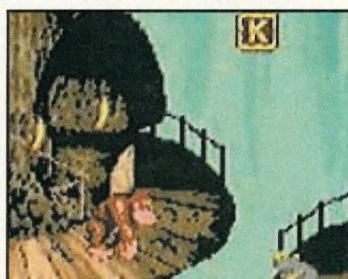
Spaceworld 2000 Preview

August 25 marked the start of Nintendo's annual show, Nintendo Spaceworld, and this year it's a corker! At the time of writing, Spaceworld 2000 is set to be the event at which Nintendo unveils the Game Boy Advance.

Nintendo has already released the first screenshots of various GBA games and has officially confirmed that the GBA will be there, along with various titles including the high-drool-factor *Mario Kart Advance*. Developers have also been letting bits of info slip through, such as the fact that it will be possible with the Game Boy Advance to use texture-mapped polygon characters. This confirms the reports that the GBA's 3D capabilities are at least as good as a SNES with a Super FX2 chip. Konami is displaying a version of *Silent Hill* at the show, which also promises to be interesting, as it'll allow people to compare how it looks against the PlayStation version. The shots that we have managed to nab so far give us a glimpse into what the new machine can do. The version of *Mario Kart* is so far somewhere between the SNES and N64 versions.

Project Dolphin is still completely under wraps, aside from what we've got in our Dolphin Update this issue. Nintendo has said that they probably won't have anything playable, but at the very least they will show something Dolphin-related at Spaceworld and will finally release the official name and specifications of the machine. We now know that the popular nickname 'StarCube' is a no-no! Several developers who know the proper name have said that this is definitely not what it's going to be called (see Dolphin Update for more info on this).

[Below] Yes, it's SNES-style graphics on a machine the size of a pocket calculator... well, a large pocket calculator.





[Above] The thing about Japanese games is... they're always so weird! But then they probably think the same of European titles.



[Above] Come on lads, attack the castle! It's only made out of Legos!

Despite the fairly silent treatment, rumours are flying around at the moment concerning what games will be shown for Dolphin. Shigeru Miyamoto said recently that he would show a *Zelda* game and a *Mario* game if Nintendo wanted him to. Rare are said to be over a year into development with at least two titles - *Perfect Dark 2* anyone?

The big Japanese third-parties (Hudson, Namco, Capcom, Konami and Enix) are all showing new N64 and Game Boy games at the show. Why have they all decided to bring out games so late in the machine's life? We think that it's some sort of Dolphin/GBA development condition - exactly the same scenario occurred during the SNES/N64 transition. What this means is that, hopefully, some big third-party games will be announced. *Bomberman?* *Metal Gear Solid 2?* *Dragon Quest?* Let's hope so!

Despite the fact that Nintendo has two new machines to promote, it's still pushing the N64 and Game Boy as hard as it can. To be honest, Nintendo won't have to try too hard, as the games speak for themselves. For the N64, playable versions of *Mario Party 3*, *Banjo-Tooie*, *Custom Robo 2* and the newly announced shooter *Sin and Punishment* will be gracing the halls, as well as a plethora of other titles that we've never heard of before! Capcom is showing *Megaman* and Konami have a playable version of their newly announced *Dance Dance Revolution*.

Nintendo also looks absolutely unstoppable when it comes to Game Boy Color. In-house titles such as *Donkey Kong 2001*, *Zelda: The Forbidden Fruit* and *Pokémon Puzzle League* will all be playable. Namco and Enix are porting their hit PlayStation RPGs, *Tales Of Destiny 2* and *Star Ocean*. This has got to be the most exciting Spaceworld show that there has ever been! Watch for pictures of the two new machines in the next issue. Mark that calendar!

Tony Hawk's On Dolphin?

Publisher Activision has announced that it will have three titles ready for the Game Boy Advance's American launch in the spring. They have also pledged full support for Dolphin. Activision have not given any specific names, but expect versions of *Tony Hawk's Skateboarding*, *Quake* and *X-Men*.

Nintendo really must be doing something right - every day that

passes sees another developer jumping on board!



09



The latest news and rumours about Nintendo's next-generation console...

Nintendo seems to get more and more excited by the day. We suppose you would be too if you were releasing not one, but two new machines in the space of the next 365 days! At the recent Gamer's Summit in Washington, Peter Main, Nintendo's Executive Vice President of Sales and Marketing, opened his mouth and information poured out of it like a canal flood gate! Obviously, the main points of discussion were those concerning the successor to the Game Boy Color and, of course, the next generation console, Project Dolphin.

As it happens, both machines will apparently have an interface that will link them very closely and this interface will not require a mechanical device. Executive VP Main went on to say that this could possibly mean that they will utilise a modem or some online capabilities. He made it very clear, however, that the Dolphin will be a dedicated games device. Although it has stressed this point, Nintendo has also said that it will discuss any other considerations that any of its partners have for the machine.

Considering that Nintendo is putting all its efforts into this \$20

billion opportunity solely as a games platform, it seems surprisingly confident in this move, despite PSX2's extra DVD knobs and whistles!

Peter Main also spoke his mind on the competition during the summit, noting the X-Box and PSX2 as fine machines, but not games machines (basically)!

The Game Boy Advance, unveiled at Spaceworld and ECTS this September, is Nintendo's main baby, but as for the Dolphin itself, well... when this will turn up in any kind of final form is, so far, anyone's guess!

Speaking of guessing, the name for Nintendo's next generation console has had a little clarification. Although Dolphin is what everyone has been calling it up until recently, Star Cube has apparently been the alias. As it turns out, Star Cube is the name that Nintendo used when they patented the Dolphin hardware and information! So, those who have been adamant that the Star Cube is the correct name are probably very wrong. Still, by next week it could all be the other way round again and all the information you've just read could be totally wrong. In the world of videogames anything can happen!

GAMEWATCH

When you want to find out what games you're going to be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month, so you can be sure of

getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in bold. This should stop you getting too excited when you spot some fabulous, awe-inspiring title which looks like it's about to be released next month, only

to find that you're actually looking at the Japanese release!

- Release dates are subject to change without notice, unfortunately. That's software companies for you: always a-choppin' an' a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can actually be even longer than that... *Perfect Dark* anyone?)

Known Release Dates

Sept-Oct 2000

Blues Brothers 2000	UK	September
Cruis'n Exotica	UK	October
Duck Dodgers	UK	September
F1 Racing Championship	UK	September
Hercules: Legendary Journeys	UK	September
ISS Millennium	UK	September
Mario Party 2	UK	13 October
Mario Tennis	UK	13 October
Pokémon Snap	UK	September
Rush 2049	UK	October
Super Mario RPG	UK	October
Turok 3: Shadow Of Oblivion	UK	September

4x4 Mud Monsters	US	2000	Namco Museum 64	UK	2000
Aidy Chronicles: The First Mage	US	2000	NBA Live 2001	US	2000
Airport Inc	UK	2000	NFL Blitz 2001	US	2000
All Star Baseball 2001	US	2000	Ogre Battle 64: Lordly Caliber	US	2000
Alone In The Dark 4	UK	2000	Polaris Snocross	US	2000
Animaniacs Ten Pin Alley	US	2000	Power Rangers Lightspeed Rescue	US	2000
Army Men: Air Combat	UK	2000	Puma Street Soccer	UK	2000
Army Men: Sarge's Heroes 2	US	2000	Quest 2	US	2000
Bassmasters 2000	UK	2000	Rally Masters	UK	2000
Batman Beyond	UK	2000	Resident Evil Zero	Jap	2000
Bomberman 2	Jap	2000	Rev Limit	UK	2000
Caesars Palace	US	2000	Robocop	US	2000
Catrots	US	2000	Rollerball	US	2000
Cenzos Carnival Adventure	US	2000	Ronaldo Soccer	UK	2000
Derby Stallion 64	Jap	2000	Roswell Conspiracies	US	2000
DethKarz	UK	2000	Rugrats In Paris	US	2000
Earthbound	UK	2000	Scooby Doo: Classic Creep Capers	UK	2000
Extreme Sports 64	UK	2000	Shadow Man 2	UK	2000
FIA Formula 1	UK	2000	Sim City 2000	UK	2000
Fighters Destiny 2	UK	2000	Snowboard Kids 2	UK	2000
Fire Emblem 64	Jap	2000	Space Invaders	UK	2000
Ghouls & Ghosts	Jap	2000	Speed	US	2000
Greatest Arcade Hits	US	2000	Spider Man	UK	2000
Harvest Moon	UK	2000	Spooky	US	2000
Hey You, Pikachu!	US	2000	Spy Hunter	US	2000
Indiana Jones: Infernal Machine	UK	2000	Star Wars: Battle For Naboo	UK	2000
Indy League Racing 2000	US	2000	Sydney Olympics 2000	US	2000
Jeff Gordon XS Racing	US	2000	Tetris Attack	UK	2000
Jest	UK	2000	Thornado	US	2000
Jungle Emperor Leo	Jap	2000	Tom and Jerry	US	2000
Kobe Bryant NBA Courtside 2	UK	2000	Top Gun	US	2000
Madden 2000	US	2000	Velocity	US	2000
Magic Flute	Jap	2000	Wild Waters	UK	2000
Mega Man 64	Jap	2000	The World Is Not Enough	UK	2000
Metal Gear	Jap	2000	WWF No Mercy	US	2000
Mia Hamm Soccer	US	2000	WWF Smackdown	UK	2000
Mini Racers	UK	2000	X-Men: Mutant Academy	UK	2000
Mother 3	Jap	2000	Young Olympians	US	2000

To Be Confirmed

1080 Snowboarding 2	Jap	2000
3Sixty	US	2000





WIN A Chudbuns Bean Bag!



[Left] Hello and welcome to 'Good Morning with Richard and Judy'. Only this time with two people who are slightly less dull.

 64 MAGAZINE

I kay... we've all heard of bean bags, right? There can't be many homes that haven't at one time or another had one of these squishy, polystyrene ball-filled items of furniture adorning the floor. Generally, though, bean bags have always been a bit of a let-down. Sit on them and over time they gradually change shape and tip you onto the floor. Either that or you plump yourself down on one, only to hear that fateful ripping sound and witness your room rapidly taking on the appearance of a cheap school nativity play, as half a ton of tiny white balls cascade out across the floor.

Well, now all this has changed. Chubdubs are the next generation of bean bag and they're designed to

give you lasting comfort, whatever you use them for. Made in a variety of colours and materials, Chubdubs are incredibly durable and yet unbelievably comfortable at the same time. Sit on one of these and you'll never want to get up again! Surely the ultimate in gaming furniture, Chubdubs are available over the Internet for £150 plus post and packing from www.chubdubs.com, but of course, we don't expect all our readers to shell out the cash!

To be in with a chance of winning yourself one of these superior butt-rests, simply answer the following simple question...

Which of the following is NOT another word for 'bottom'?

A: Butt
B: Rear

[Above] It's almost impossible to fall off of these bean bags – but that doesn't stop certain daft people from having a go!

C: Ass
D: Artichoke
E: Bum

Stick your answer on a postcard and send it to: 'Park Your Butt Compo', 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us by 5 October 2000.

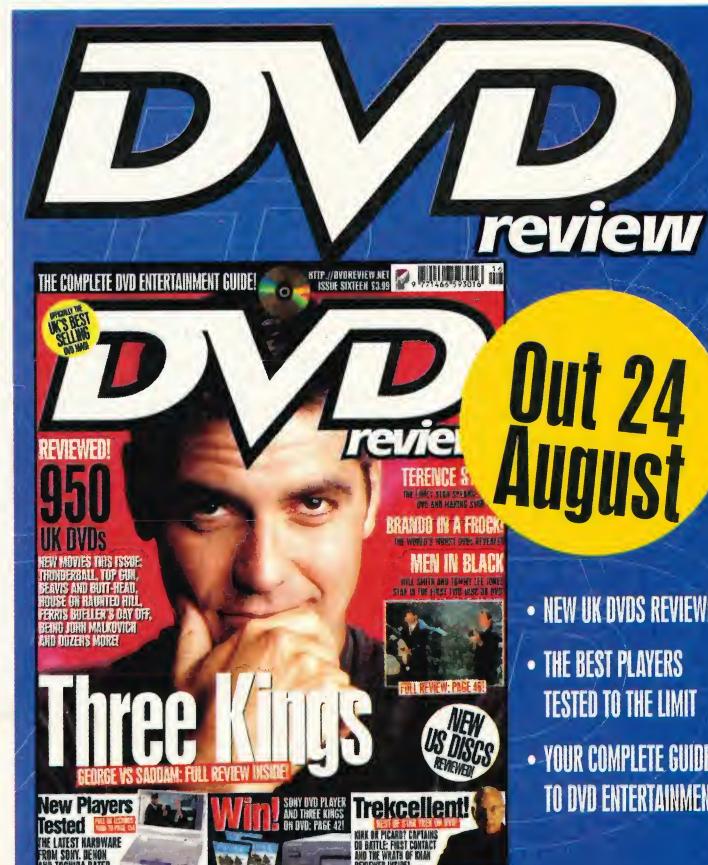
64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	1	Perfect Dark	Nintendo	98%
2	2	Pokémon Stadium	Nintendo	88%
3	3	The Legend Of Zelda	Nintendo	96%
4	-	Rayman 2: The Great Escape	Ubi Soft	94%
5	4	Turok: Rage Wars	Acclaim	90%
6	6	Star Wars: Episode One Racer	Nintendo	82%
7	7	1080 Snowboarding	Nintendo	82%
8	-	F-Zero X	Nintendo	90%
9	9	Chef's Luv Shack	Acclaim	69%
10	-	F1 World Grand Prix	Nintendo	94%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo 44, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!**



the future is here...

DVD Review is available from all good newsagents, please ask for your copy now.

When I'm 64



Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



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£170
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VRF-1 Steering Wheel

SFX V3 Universal Adaptor

N64 Joypad

8 Meg, 1 Meg and 256K Memory Cards

1 Meg Jolt Pak

SCART, S-Video and Extender Cables

Perfect Glitch...

Dear 64 MAGAZINE,
I have found an amazing glitch on *Perfect Dark*! If you are having difficulty getting Gold on all the firing range weapons then use this cheat to help you:

1. Select the laptop gun on the weapon select screen and enter the challenge on any difficulty setting
2. Change to secondary function 'deploy as laptop gun' and start to deploy it.
3. As soon as it starts to fold up, press Start and abort.
4. Quickly press Start again and select the challenge you are having difficulty on.
5. If you have done it correctly then the laptop gun will deploy in that challenge and the shots it fires count towards your score. Ace!



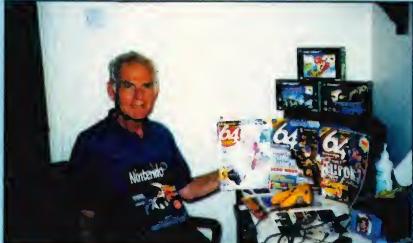
Prize Winner

An Oldie But A Goody!

Dear 64 Magazine,
When the Nintendo 64 came out I decided not to buy it straight away, but looked for a magazine which was independent and not influenced by the manufacturers. I decided to take 64 MAGAZINE from issue one and see what you had to say about it and, more importantly, the games.

I noticed that if you did not like something, you said so, but at the same time if something was good, you praised it – and you certainly do not mince your words if something is really crap.

I am 64 years old and if I was to invest in the N64 console then I also needed a magazine that could assist me to play the games when I got stuck. I found this when you also produced guides for the games that were coming out. It's all right for the youngsters, but my brain does not function as fast these days and needs a bit of help at times; this you provide excellently and thanks to you I am able to complete the games, so take no notice of those whingers that write and complain about the helpful guides you produce.



Also, if you select the Farsight in the firing range and, using the primary function, aim it at head of the person who says 'Ah! Our star agent' and then move it upwards, you can see Carrington in his office. Now if you then zoom out all the way you can see a ladder section hidden outside Carrington's office. By the way, keep up the good work – your magazine's the best.

Tom Burdett, Salisbury, England

We tried out your top tip, Tom, and it works... some of the time. A few times when we used it the laptop gun deployed, went mental on the target and then we got a failure with a message saying 'score unattainable'. Someone at Rare obviously foresaw this kind of thing happening! It did work with some of the weapon challenges though. As for the hidden ladder – we had a look and we reckon it's actually just an X-ray view of a desk!

The Secret Of The Starcube?

Dear 64 MAGAZINE,
I've found something out about that mysterious purple object that appears at the end of *DK64*! When I was flicking through the



After your fifth issue I decided it was time to buy the N64 console on your superb recommendation. It has given me and my grandchildren many hours of entertainment. They have a PlayStation, but still cannot wait to get here and play the N64. They admit the graphics are a lot better, and that some of the games are superb.

In your magazine you have many people complaining about the cost of games. I suggest they look at the adverts (especially Gameplay) in your mag. Take the latest game, *Perfect Dark*: I ordered it a couple of weeks before it was released and I paid £35.99, a saving of £19.00, and it was delivered by post at 10am on the day of issue. So my advice to your readers is to look at the adverts in your magazine.

Lastly, oldies like myself do need your help and it is greatly appreciated. Oh, am I your oldest reader and player at 64? Please find enclosed a photo of myself with issues 1 and 42 – it's a terrific magazine. Lastly, I'm sorry to see 64 SOLUTIONS go, but looking forward to seeing it incorporated into 64 MAGAZINE. Keep up the good work.

Derek Popplewell, Norfolk.

Blimey, Derek – 64? That's... erm, old! (Sorry, but the average age of the staff on 64 MAGAZINE works out to about 24.)

Anyway, we're glad to hear that you like the magazine, and we think it's safe to say that you may well be our oldest reader – unless anybody out there knows different? On the subject of mail order – well, we don't just stick those adverts in for nothing you know!

Not Perfect?

Dear 64 Magazine,

I have a feeling that this letter may get me in trouble. Equally, I may not be the only one who feels this way, so here goes... I'm a little disappointed with *Perfect Dark* (ducks instinctively). There, I said it. There was no gunfire, so I'll continue.

This is not a gripe based on a game living up to its hype. *Perfect Dark* is a very fine game, especially its multiplayer options, which are exceptional. The challenges are extremely good, and generally well balanced (except the final one, which has me utterly flummoxed). My complaint is actually about the one-player game. *Goldeneye* had a deeply absorbing one-player game, and not just because of the strong plot 'feel' to it. The levels were very well constructed, and there was never a cop-out, even on those levels not taken directly from the movie. *Perfect Dark* has some equally astounding levels: all of the Area 51 levels, the infiltration of Airforce One, defending the Carrington Institute, even the villa. Equally, the game suffers from three pretty dull first levels (even on Perfect Agent setting), an uninspiring last level, and the ultimate cop out: an end of game baddie. *Jet Force Gemini* had the same problem.

The final baddie there was just so run-of-the-mill that I couldn't actually be bothered trying to beat him.

I think the problem is that we've come to expect so much from Rare that when they deliver only slightly above-average elements, ones we would excuse coming from any other publisher, it just doesn't feel right.

That is the ultimate problem with *Perfect Dark*'s one-player game – it just doesn't feel right.

The last levels, particularly in plot terms, are so uninspired that they inevitably disappoint. It would have been more

interesting to maintain the near-cyberpunk elements of dataDyne versus the Carrington Institute. The game loses something when it goes from a 'sneak-about' (not nearly enough of that) to an out-and-out blaster. Am I the only one who feels this way? Iain Lowson, email

Gosh... criticism of *Perfect Dark* and of Rare, and all in the same letter! You've got some reasoned arguments though, Iain – what are everyone else's thoughts on the subject?



mag a few months back, you showed the star thing for the first time. I guessed that this was Rare up to its old tricks again, as I remember the SNES *Donkey Kong Country 3* showing a glimpse of an N64 in Winkly's Cave, ages before the console appeared in the shops.

Puzzled by this (because, let's face it, if the console looks like that then Shigsy has clearly been working too hard), I went to play my copy of *DK64* in the hope that I could grab a few more bananas and maybe see the picture for myself. I wasn't very far into the game at that point – I was still only halfway through *Gloomy Galleon* – but this proved to be a good thing, otherwise I wouldn't have found the little purple starfish enemy which is identical to the pic in your mag! The purple and yellow spots, the leather jacket thingy which it wears, and if you look down at the bottom-right hand corner of the picture, you can even see the little blue whip which it uses to smack DK about. All very odd. Is this some kind of a joke on Rare's part? Did they hurl a bogus picture in at the end of the game and are now all paralysed in a fit of hilarity as we drool over it in wonderment?

Don't just take my word for it, nip down to *Gloomy Galleon* and have a look yourself. There are quite a few of these 'Star Cubes' in the sunken ship remains.

Tomas Woodbridge, London

Well spotted, Tomas! We went down to *Gloomy Galleon* to have a look and sure enough there are a whole bunch of starfish things that look exactly like the mysterious 'Star Cube' that everyone's talking about! Whether this really is the design for the hotly anticipated next generation Nintendo machine... well, who knows? Stranger things have happened! Rest assured that you'll read it here first, as soon as we know for sure.

Goldeneye Games

Dear 64 MAGAZINE,

I don't know about you, but sometimes I get a little fed-up of playing the same old multiplayer games in *Goldeneye*. Yes, it has a lot of variety but after a while you just seem to get bored. So, I made up my own game to play. I was wondering if you or the readers



have any games they have made up that aren't actually in the game. Eg: 'The Assassins' – Four players in the Stack with any weapons (sniper rifles are the best). Player 1 chooses any character (-4 health), player 2 chooses any character (+1 health). Players 3 and 4 choose any characters at normal health. Player 1 must stay in the top part of the level at all times. Players 3 and 4 have to hunt him down. Player 2 must protect him at all costs.

Darren Glover, Kilmarnock

Hi Darren. As regular readers will already know, we too played *Goldeneye* so much that we decided a bit of innovation was in order and so invented our own deathmatch games, which (way back in issue 19) we dedicated a whole feature to! Of course, with *Perfect Dark* only recently having arrived, deathmatch fans should have plenty to keep them busy but if anyone else has any ideas for new *Goldeneye* multiplayer battles then let us know. They can't possibly be better than 'Get Coltrane' and 'Grenade Cricket' though!

A Worried Nintendo Fan...

Dear 64 Magazine,

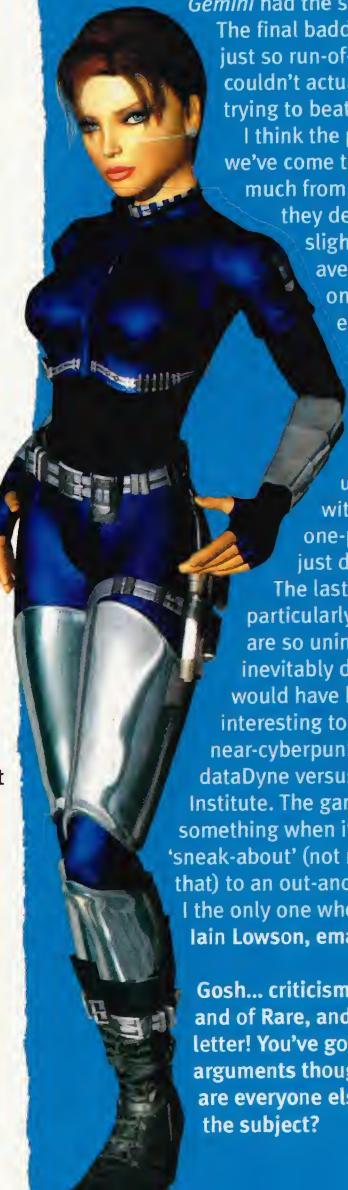
I am writing to say that the PlayStation is bad. The N64 is a better machine, but the PlayStation has cheaper prices, more games, more shelf space in shops and more popularity. The popularity is what is worrying me. More people are buying the PlayStation for these reasons, and it is more popular as it came out first. I know that in one of Roy's excellently written (I like them) editorials he mentioned that the case in America is different, but (shock, horror) I don't live in America. Anyway, the PSX2 is due to come out before the Dolphin, so as I am getting a Dolphin, I am wondering if the same thing will happen. I am not worried about the Dreamcast, as no-one I know has one and it is bad.

Oh... *Perfect Dark*. I ordered a copy as soon as I saw the 99% and it arrived – well, get this – four days late. It was worth the wait though, and I got it at £35.99, and I hope it REALLY boosts the N64 sales! There are even loads of shop displays in Bognor Regis! (An N64 one-off!)

PS Your Not Nintendo section is great!
Michael Bowerman, Bognor Regis

It's probably a bit of a generalisation to say that the PlayStation is 'bad'. No matter how much we love to hate it, if the console wasn't any good then it wouldn't sell, certainly not as well as it has. However, the fact that the PSX2 is coming out well in advance of the Dolphin is worrying, particularly since it'll be able to run both PlayStation and PlayStation 2 games. All Nintendo can do is get the Dolphin (or Star Cube, or whatever) out to eager gamers ASAP and sort their marketing and prices out this time around!

As for *Perfect Dark* shop displays in Bognor Regis – we weren't even aware that you had electricity and running water yet in Bognor Regis, never mind shops!



64 sight!

**See the games of
tomorrow today!**

14 Hey You, Pikachu!

16 Stunt Racer 64

**16 Indiana Jones And The
Infernal Machine**

17 Banjo-Tooie



Hey You,

He'll do anything you say... honest!

The Pokémon phenomenon seems to have polarised the gaming world: you either love 'em or you hate 'em! If you fit into the latter category then you may be glad to hear that it'll soon be possible to tell Pikachu himself exactly what you think of him and send him running off into a forest to cry. Well... almost. *Hey You, Pikachu!* looks to be one of the more interesting and novel spins on the whole Pokémon craze because in this new game you can interact with the little yellow creature via a rather snazzy ear-piece and a microphone that utilises a voice recognition gadget.

You start the game by walking through a forest, until you come across Pikachu having a crafty sleep. By speaking into the microphone you can wake him up and so begin your bonding process. Before you can say "Well, now what do we do?" you find yourself helping Pikachu solve the odd puzzle, find an item or two, play



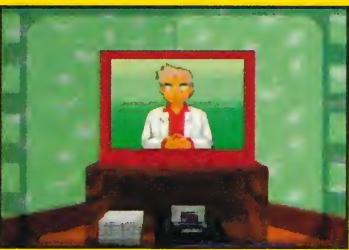
some mini games, climb trees for apples and even uncover some interesting creatures to meet.

Pikachu's mood can change also – one second he could be happy as Larry and then the next, he'll go into a right sulk. This, of course, all depends on how you treat him. Pikachu likes to be complemented and played with and absolutely hates it when you call him "Baka" (which means stupid). Pikachu then

HEY YOU, PIKACHU!

► PUBLISHER
► DEVELOPER
► UK RELEASE

Nintendo
Nintendo
TBC



[Above] On tonight's program, a dancing frog called Brian and the new Steps single. All that and more, after I have a good cry.



Pikachu!



[Below] Hey you, GI! You wantee big fun with me? Bouncy, bouncy, sir? Only fifteen dollar for plenty lovely fun, you like?



[Below] Are you talkin' to me? Are YOU talkin' to ME? I don't see anybody else here, so you must be talkin' to me!



[Below] Go on, eat it! Eat it before I force it down your throat, you ungrateful fool. Don't look at me like that! Stop it!



promptly runs off and ignores you until you ask him to marry you. Well, okay... that bit's a lie. However, it does take a long time for you to regain the yellow fellow's trust so that he'll listen to you again. Which is where, as we're sure you will have guessed, the challenge lies.

To some it might seem that *Hey You, Pikachu!* is nothing more than a glorified Tamagotchi – and that wouldn't appear to be that far from the truth. Given the limited amount of words that the game can understand, it's fair to say that you won't be up until the wee small



[Above] Welcome to my town. There's no crime, no misery and the streets are made of chocolate. I get so lonely...

hours debating with the cheeky chappy on the meaning of life, the universe and everything and, just like other virtual pets, the aim of the game is basically to keep the furry fellow happy.

Since it was released in Japan, way back in December '98, *Hey You, Pikachu!* has sold extremely well and has managed to remain continuously popular with the punters. Thanks to this success, American Pokémon fans can expect to see it arrive on their machines before the end of the year. As for us lot... well, at the moment it's anybody's guess. Usually you can slap the name Pokémon on nearly any kind of game and it will sell, but at least with this you can expect to find something a bit different contained within the cartridge if you shell out your readies for it. Which is why it would be nice to see it appearing on a Nintendo UK release schedule fairly soon (hint, hint). ■



[Above] I've got something. It is very big. Well don't just stand there smiling like an idiot – give me a hand!

Stunt Racer 64



[Below] Elvis lives! Well... his car still does anyway. Lets hope James Dean isn't behind the wheel.

The future is pink!

We did an extensive preview on this game back in issue 40, only to hear a couple of weeks later that publishers Midway might be canning it! "Say it's not so!" we cried. And thus... they did, for the US at least. The game is still called *Stunt Racer 64*

and it is now due to come out in September in the States. We've managed to grab a shot of the vehicle-modification system for you, as well as confirmed sightings of Elvis's pinky!

In this latest version the cars seem to hug the road much more. This is a good thing, considering the wildly undulating nature of most of the courses. It's still possible to jump off the track using the various jump-pads which are dangerously situated in front of the Nitros. Boss

Games have confirmed that the finished game will have twelve tracks and that it will support the expansion pack with a high-resolution letterbox mode. Expect a full review very soon! ■



Indiana Jones

And The Infernal Machine

Whipping up a storm!



[Below] The N64 version is already looking just as good as the PC version - If not better!



Why is it that heroes never get a break? After hearing of the heroic Doctor Jones' adventures against the Nazis, the CIA decide that he is the ideal person to deal with their latest problem. Apparently, a Soviet physicist by the name of Gennadi Volodnikov is searching for the site of the Tower Of Babel. Legend has it that an ancient machine, holding the power to open dimensional gateways, exists in the depths of the tower. Unfortunately, there are several parts missing and it is Indy's job to find them all before Volodnikov does.

His search takes him across the globe, with beautifully detailed levels ranging from lush forest-temples to labyrinths and Soviet bases. As well as his trusty whip, Indy also has access to pack-charges, a pistol and a bazooka!

Indiana Jones isn't due out until Christmas but it's already looking stunning. The game is already out on PC, but developer Factor 5 insists that the graphics, sound and control system will be improved upon for the N64 version. As these are the guys that brought us *Rogue Squadron* and are developing the official sound-



tools for GBA and Dolphin, this might not be too much of a claim! The US version of *Indiana Jones* is due out in just over a month - expect a full update then! ■



Banjo-Tooie



[Above] This could well be one of the bosses. Knock the stuffing out of him!

Another issue, another batch of new shots... This game looks awesome!

This month has seen rumour after rumour circulating about Rare's highly anticipated sequel to *Banjo-Kazooie* slipping back to next year. It didn't really help that Nintendo and Rare kept fairly quiet about it, but eventually Rare posted an article on their website, adamantly stating that *Banjo-Tooie* will be out in time for Christmas, and Nintendo's latest press release concurs! A good job too, because there's no way that anyone's gonna be able to wait until next year after seeing these latest screenshots!

Every new batch of screenshots that gets released shows the game coming along in leaps and bounds. The variety and visual depth of the levels is astounding – somehow Rare has managed to squeeze even

more out of Nintendo's box-of-tricks than they did last time!

Rare is keen to emphasize the fact that the comedy duo have their own missions this time around and are going to be far more independent of each other than in the previous game. For example, Kazooie is now able to find power-ups like 'suction-boots' which help when walking on ice. One bonus game per level has also been promised and with the help of Mumbo Jumbo (who appears as a playable character), Banjo can transform into a whole host of weird and wonderful objects. The levels are being designed specifically with these transformations in mind. Rare

also promises a complete overhaul of the camera system.

There is already so much to this game, it's probably going to take Rare from now until the day the game goes to production to test and de-bug it! At the time of writing the latest version of *Banjo-Tooie* is due to be shown in playable form at Nintendo's Spaceworld show on 25 – 27 August in Tokyo (so by the time you read this, it's happened). Expect more on the game the minute we get it! ■

BANJO-TOOIE

- PUBLISHER
- DEVELOPER
- UK RELEASE

Nintendo
Rare
December 2000

As If By Magic...

Rare have stated that both Banjo and Kazooie are going to have bags of special abilities. It seems that Mumbo Jumbo is still behind Banjo's transformations, but the source of Kazooie's abilities has yet to be disclosed.



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A Herculean

**If Titus won't come to
64 MAGAZINE... 64 MAGAZINE
will go to Titus!**



Hercules: The Legendary Journeys is a trademark and copyright of Studios USA Television Distribution LLC, Licensed by Universal Studios Licensing, Inc. All rights reserved. (c) 2000 - TITUS. Developed by Player 1.



We'd been hearing all sorts of good things about *Hercules: The Legendary Journeys* and so for a while we'd been hassling Titus for review code of the game. Eventually Titus relented and said we could have the code on one condition: that we travelled to Paris to collect it! Obviously a free trip to France was an awful burden to put upon anybody, but nevertheless Roy generously offered to go...

The trip to Paris was a smooth and enjoyable one – well, once the whole 'getting to London from Bournemouth' bit was over, anyway. Paris itself was very... erm, French, but in truth we didn't get to see much of it as a taxi was waiting to pick us up from the station and ferry us very rapidly (if you've seen the car chase scenes in *Ronin* then you'll have some idea of what it was like) to Titus' headquarters, just on the outskirts of the city.

After meeting the team we sat down to get our first real look at the game, as the game testers who've been playing it to death for the past month or so gave 64 MAGAZINE a whistle-stop tour of the land of *Hercules*. Once this was done and we'd had a quick play (under the watchful eye of the game testers, which was a little intimidating because they made the whole game look

[Below] The team in France were all extremely friendly – and some of them were rather cute too!



extremely easy... which it isn't), we got a chance to chat with a couple of the people who have been involved in the production of the game...

Karine Cohen is the *Hercules* Producer at Titus:

64 MAGAZINE: The game engine in the game is very impressive with little or no fogging – was it written specially for this title?

Karine: No, Player 1 created an entirely new engine, totally from scratch, for *Hercules*. They didn't take it from a previous game at all.

64 MAGAZINE: Obviously *Hercules* is based on the TV series. Did the series creator Sam Raimi have any creative input in the game at all?

Karine: As a licensee we had to submit everything about the game to Universal for approval, so they gave us some input regarding how to use the characters and at certain times gave corrections – things like 'this character can't do that, this one should be more like this' – that sort of thing. In addition, Player 1 watched an awful lot of the series before they started work on the game, so that they could 'get into the spirit' of the whole thing.

Universal were very keen – and rightly so – to ensure that the

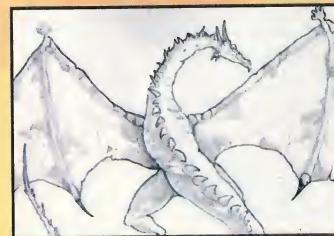
[Below] Hello Mum! Just to prove that we really did go to France... er, here's a picture of a building.



Adventure



[Below] The creatures in the game were created by the team of graphic artists, starting life as sketches.



game matches and fits with what the series is all about and so you can't just go off on your own and do what you want.

The script was done in-house by Player 1 and then given to Titus and Universal for approval. And then the actors. Well... the agent of the actors.

64 MAGAZINE: So you actually had to check things out with the actors' agents as well as checking things through with Universal?

Karine: Yes, because we were using the Hercules image and thus the face of the actor Kevin Sorbo.

64 MAGAZINE: So the faces of the actors have actually been mapped onto the characters?

Karine: Yes. For the face of the main character anyway – just

[Below] My mother was a cow was she? Well... yes she was actually, now that you come to mention it, but that's not going to stop me from chopping you up!



A Hero Visits Paris!

Okay... so we didn't actually manage to get hold of the real Hercules (he was off somewhere doing Hollywood-type stuff) but we got the next best thing – a huge cardboard cut-out of the guy. Being the strange people we are at 64 MAGAZINE, we figured it'd be a laugh to take old two-dimensional Herc on a tour of Paris and introduce him to the populace...



Even action heroes need to stop every now and then for a drink – Hercules fancied this bar.



Old man: "Why... if it isn't that heroic hero-type person Hercules!" Hercules: "Who's that old guy?"



These outdoor diners in the centre of Paris were strangely unfazed by the arrival of a celebrity...



For some reason, this doorman at the Marriott Hotel was unwilling to give old Herc a free room!



Suddenly Hercules was accosted by a strange individual who subsequently spotted the camera and ran off.



Those crazy laid-back French people! If we'd done this in the centre of London we'd have been mobbed!

In Progress...

The characters in the game were all meticulously developed by Player 1. When no-one was looking, we pocketed a few of the preliminary sketches for them...



pretty long. Although that's only if you knew what you were doing and had played through it before, like the game testers have. It'd be a lot longer if you were playing the game for the first time – maybe closer to 100 hours for me!

64 MAGAZINE: How long has the game been in development?

Karine: I'd say it's been in progress for around 14 months. There were seven graphic artists working on the

(Below) You may not know this... but French roads are much, much wider than the ones in England!



game to create the world, out of a team of about 14, so we've got some very attractive worlds in the game.

64 MAGAZINE: Anything you're particularly proud of?

Karine: We are very proud of the gameplay, because it was tough – we had to do a lot of research to get the gameplay balanced with the story. We are proud of the fact that you need to change characters – Player 1 created many different behaviours for the various characters, so there are many different animations for the various individuals that you meet. There are also lots of different items to pick up and use and we've tried to make something that's easy to get into, but at the same time is very interesting because you're always looking for something. Fighting is a part of the gameplay, but it's not the only part – there are lots of puzzles to be solved too.

Holly Hirzel is President of Player 1, the company that developed Hercules for Titus.

64 MAGAZINE: The first thing that you notice about this game is that atmospherically it's very reminiscent of *Zelda*, which can't be a bad thing. Did the game designers have *Zelda* – or indeed any other previous N64 games – as an influence?

Holly: Yes, *Zelda 64* was indeed a tremendous influence on *Hercules: The Legendary Journeys*. As Nintendo's wonderful design team already did an excellent job making an intuitive interface for a third-person action-adventure, why re-engineer it?

64 MAGAZINE: How long did it take you to come up with a storyline for the game? And was the game written around the storyline or the other way around?

Holly: An overall story was written in about two months, which includes researching the television series. The game was written around the storyline, incorporating all three main characters' (Hercules, Iolaus, and Serena the Golden Hind) abilities into the overall gameplay.

64 MAGAZINE: What elements of the game are you particularly proud of?

Holly: We are proud of the boss characters in the game, such as the Cyclops, the Minotaurs, Ares, and especially the Titan Mnemosyne. We are also particularly fond of the dialogue in the game, which we hope conveys the campiness and humour of the television series.

64 MAGAZINE: Was there anything for *Hercules* that you would like to have done but weren't able to do?

Holly: Due to time constraints, we were unfortunately unable to provide in-game movies that marked important milestones in Hercules' journeys. We feel, however, that our clever solution, using storytelling parchments, is quite adequate.

64 MAGAZINE: Karine Cohen mentioned that you had to submit the game ideas to Universal for approval. Did they come up with any ideas that went into the game and did you have to get any input from Kevin



[Below] We checked out all the important cultural attractions in Paris... like French McDonalds!



[Below] French office cubicles are a little stranger than those in the UK - these were more like tents!



Sorbo, who plays Hercules in the TV series?

Holly: At the beginning of the development, Titus submitted the pre-production documents to Universal but not to Kevin Sorbo. We eventually chose to not use Kevin Sorbo's actual face, so asking for his opinion was not necessary. We regularly submitted elements of the game at different stages of the development to Universal. Player 1 and Titus paid a lot of attention to stay very close to the spirit and universe of the *Hercules* series, so Universal didn't ask for any change on the characters and didn't go into the game at all.

64 MAGAZINE: What's your personal favourite N64 game?

Holly: It's got to be *Zelda 64*. No other N64 game has garnered so much of my time and attention.

64 MAGAZINE: What would be your favourite game of all-time on any format?

Holly: As I particularly enjoy first-person shooters, I am playing *Counterstrike* quite a bit. Nothing compares to online interaction.

64 MAGAZINE: If the characters Hercules and Xena had a fight, who would win, and why?



Holly: Ooh. A tough question. Hercules and Xena have fought on the television series a few times, and in all cases, it's been a draw (as any other outcome would spell certain disaster on either series!) Therefore, any answer to this question would be mere speculation. Now, if you

asked me who would win a battle between Iolaus and Gabby...

64 MAGAZINE: What advice would you offer to any of our readers who are thinking about a career in the videogames industry?

Holly: Do plenty of research. Read the magazines, play as many games as possible, and try to think of ways in which you could make the game that you are playing right now better. A good way to get your foot in the door is to apply as a game tester at a local developer and work your way up by learning through your peers.

64 MAGAZINE: How did you yourself get into developing videogames then?

Holly: By following my own advice, basically! I started off in the customer service department at Interplay Productions, Inc in Irvine, California. I worked hard at that and eventually I found myself designing videogames for a living.

64 MAGAZINE: If you could have the licence to any TV show, film or book in the world, which one would it be (besides *Hercules*),

why, and what sort of game would you turn it into?

Holly: I love the *Alien* series, so making a good game based on the Ridley Scott/James Cameron-directed movies would be a dream come true. A cyberpunk-type game, based on books such as William Gibson's *Neuromancer* or Neal Stephenson's *Snow Crash* would also be fascinating.

64 MAGAZINE: What was the last videogame that you bought?

Holly: *Diablo II*.

64 MAGAZINE: So what is your least favourite videogame of all time, and why?

Holly: There are so many. Off the top of my head, I'd have to say it was any clone of *Street Fighter* that looked like it was done in six months. Particularly bad examples of this would be SNK's *King of Fighters* (although the *Samurai Showdown* titles, up to the second iteration, are excellent examples of how to make a great game), and Midway's horrific *Mortal Kombat*. What garbage.

64 MAGAZINE: If you weren't in videogames and could have any job that you wanted, which would you choose to do and why?

Holly: This is a rather tough question to answer, as I've always wanted a career in the videogames industry. I guess the two careers I would pursue would be as an actor or a Major League baseball player. I've always fancied a bit of fame and fortune. Heh.



The Land Of M



The Glasses

The IMAX 3D experience requires two main elements: the huge screen and these rather unusual glasses. A far cry from the cardboard red and green lensed affairs that used to be associated with 3D, these are comfortable to wear, very sturdy and provide a viewing experience like no other. Even if they do make the wearer look a little ridiculous!



LONDON IMAX CINEMA

How To Find 'Em!

For all those 3D movie buffs out there, here are the locations of the IMAXs where you'll be able to witness the visual spectacle that is *Cyberworld*.

National Museum Of Photography, Film and Television, Bradford, West Yorkshire, England BD1 1NQ

Bristol IMAX, Deanery Road, Harbourside, Bristol BS1 5DB

BFI London IMAX Cinema, 1 Charlie Chaplin Walk, London SE1 8XR

United Cinemas International, Lee House, 90 Great Bridgewater Street, Manchester M1 5JW

IMAX 3D Cinema, Science Museum, Exhibition Road, London SW7 2DD

Sheridan IMAX Cinema, Pier Approach, Bath Road, Bournemouth BH2 5AA

Take Believe...

Enter the fantastic 3D realm that is: Cyberworld.

Have you ever been to an IMAX cinema? Statistically there's a good chance that you have: apparently more than 500 million people across the world have visited an IMAX theatre since the introduction of the technology in 1970. That's a lot of people and yet a quick straw poll in the office couldn't find anyone who had visited one – or at least who remembered visiting one. But why?

Well IMAX cinemas are generally known for their 3D films. They don't just show 3D films, but that seems to be what they're known best for. And this is where the problem comes in. If you've had any experience of so-called 3D movies outside of an IMAX then you probably remember blurry – possibly black and white – images, and on the whole a fairly mundane movie, where at strategic points in the action someone would wave a sword, a finger or a stick in the general direction of the camera,

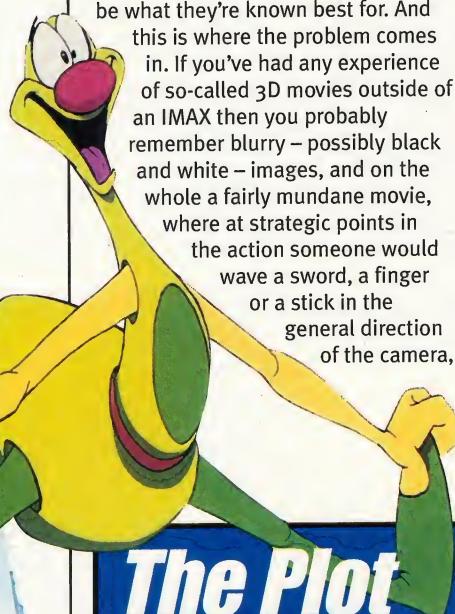
causing the audience to think "gosh, it almost looks like that sword/finger/stick is pointing out of the screen... a little."

If this – like most people in the 64 MAGAZINE offices – is your idea of 3D films then it's small wonder that you've never been to an IMAX. And that's why when we were invited to a press screening of a new IMAX movie created from clips of various other computer-generated films and programmes... well, to be honest we weren't really all that excited about it. But we went anyway, because we like to keep an open mind on things. And boy, are we glad that we did!

The version of *Cyberworld* that we went to see was only eight minutes in length – the version which goes on release later this month lasts the best part of an hour – and yet it was the most enjoyable movie we've seen... well, this

century! For those of you who've never visited an IMAX before, the first thing which hits you about the place is the size of the screen – it's absolutely huge! Stretching from the floor to the ceiling, the screen is easily the most impressive thing in the building and the seats are positioned on a steep slope, so that wherever you sit you have a clear view of the movie – so no having to strain to see past the annoyingly tall people with big hair who insist on sitting right in front of you.

When you enter the theatre you're given a pair of special glasses. These are a far cry from the red and green-lensed cardboard affairs that heralded the first 3D movies, being made of tough plastic instead, and



The Plot

To be totally honest, and as we mention elsewhere, *Cyberworld* doesn't actually need a storyline. However, the finished movie does have something of a plot to it, so just in case you're

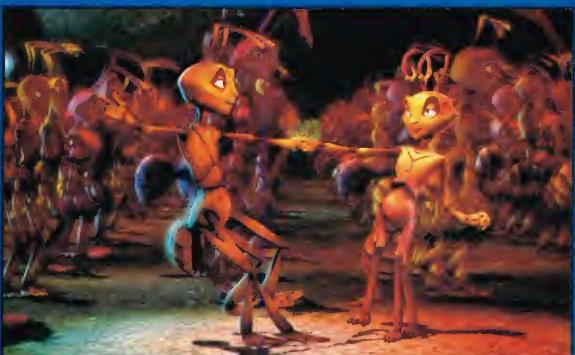
interested, here's what we know: *Cyberworld* is apparently a futuristic museum which contains three-dimensional animated exhibits from all over the universe. Living in the museum is synthetic hostess Phig, who takes visitors on guided tours of the various wonders, each exhibit being a clip from a computer animated movie or

short film. Of course, it wouldn't be a very exciting movie without a bit of drama, and this comes in the form of three computer bugs called Buzzed, Frazzled and Wired who break into the museum and start to eat all the computer code, forcing Phig into a battle to save herself and *Cyberworld* from extinction. Scary stuff!



Antz

You'd be hard-pushed not to have at least heard of Dreamworks SKG's *Antz*. This tale of worker ant Z-4195, his love for the beautiful Princess Bala, his friendship with soldier ant Weaver and the subsequent adventures that result was a massive hit when it reached cinemas not so long ago. Watching the clips on an IMAX screen adds a whole new dimension to the experience though – maybe Dreamworks SKG could make their next animated movie entirely in 3D...



they are also surprisingly comfortable (although they do look a little daft).

Even the size of the screen and the flash glasses can't prepare you for what happens when the movie begins though. If you've ever seen a science fiction movie where the main character sits in their chair watching a holographic image, which seems to appear literally right in front of them... well, this watching this movie is quite

simply the closest you can come (currently) to that!

The sense of depth in the film is just breathtaking. Combined with the way the seating is laid out, you feel that you could quite easily fall into the movie if you were brave enough to stand up. The most amazing thing, though is the way that the movie characters seem to come to you. For instance, in the clip from *Joe Fly and*

Pet Shop Boys

The Pet Shop Boys's video, *Liberation*, was released in 1994 and won Best Music Video Award at the Siggraph WAVE '94 Awards and the London Effects and Animation Festival. For *Cyberworld* additional animation and effects have been created, including three completely new scenes, plus 85% of the material in the section has been specially re-rendered by British company Eye Animation Studios, which was founded by Ian Bird, one of the people behind the original video.



Homer 3

Originally produced as part of one of *The Simpsons* Halloween specials, *Homer 3* saw the loveable yellow-skinned slob discovering a mysterious portal in the living room which led to a bizarre land where everything had more than two dimensions! Seeing familiar characters Homer and Bart in 3D on the big screen is a very strange experience indeed!



Sanchez there's a bit where a scarab (who's Mexican, so presumably he's *Sanchez*) comes forward to talk to the audience. Only he doesn't just come to the front of the screen – he quite literally leaps out of the screen, so that he appears to be standing on thin air about six inches from your nose! All through *Cyberworld* there are cool bits like this – you really have to see it to believe it!

The final release version of *Cyberworld* actually has a storyline behind it (see our plot boxout for more on that), but do you know what? It doesn't matter! This movie could be a bunch of unconnected adverts for washing powder for all we care – we'd still watch it, regardless.

If you've never been to an IMAX before then make sure you go along to one. If you've been before but weren't that impressed, go and see *Cyberworld* – it'll blow your mind! And just think... at the rate that technology seems to be developing, how long will it be before we've got interactive IMAX videogame arcades where you can quite literally get 'into' the games? The future's looking very bright indeed! ■

KraKKen

KraKKen: Adventure of Future Ocean was produced in 1996, rendered in stereoscopic high definition television. This underwater odyssey, based upon British palaeontologist Dougal Dixon's studies and theories on animal evolution, includes characters such as the family of 'KraKKen' (a futuristic cousin to the sea lion), 'sea-lizards', 'jellyfish-birds' and the vicious 'jabberwocky'. Only six minutes long, this film is currently on show in The Digital Art Square in the Osaka Twin Towers in Japan.



Joe Fly and Sanchez

Joe Fly & Sanchez – Mostly Sports was first released in 1995 at the Siggraph electronic theatre. It contains some incredibly amusing characters, and all the action is viewed from the perspective of an insect. When you combine this with the IMAX 3D effect, even the most mundane of household objects looks very strange indeed.



Monkey Brain Sushi

Monkey Brain Sushi was originally produced for the 1995 Siggraph computer animation conference by Sony's Imageworks. This rather surreal journey through a strange, fantasy landscape was designed to convey the illusion of a seamless 'ride' and the short section we saw certainly seemed to achieve that. It really is as weird as the title suggests...



A Brief History...

The IMAX Corporation was founded in 1967 and has its headquarters in Mississauga, Canada. The IMAX giant-screen technology was first shown to the public at the Fuji Pavilion, at EXPO '70 in Osaka, Japan. Soon afterwards (in 1971) the first permanent IMAX projection system was installed at the Ontario Place's Cinesphere in Toronto, in Canada. Building on the success of the

initial concept, it wasn't that long before IMAX 3D arrived, premiering at EXPO '86 in Vancouver, Canada.

The technology is still being improved upon and today there are more than 180 IMAX theatres spread across 25 different countries, 50 of which incorporate IMAX 3D technology. Around 75 new IMAX theatres are scheduled to open in the next two to three years!





In The Beginning...

Along, long time ago, when the N64 was naught but a twinkle in Nintendo's eye, before even the N64's ancestor, the NES, came along, Rare was known by another name – Ultimate. Set up in 1982 in Twycross by Tim and Chris Stamper, the company made games for the popular formats of the time, notably the Spectrum 48K, the Commodore 64, the BBC Micro (ah, the memories), the MSX and the Amstrad! Then – as with Rare now – Ultimate seemed able to do no wrong, releasing hit after hit and producing such classics as *Jetpac*, *Solar Jetman*, *Alien8*, *Pssst* and *Sabre Wulf*. Rare was actually set up as a subdivision of Ultimate in 1985 to start working on Nintendo titles and eventually took the limelight after Ultimate was sold off to US Gold. The rest, as they say, is history!



[Above] Here they are: the Stamper brothers. The men responsible for starting one of the most creative and most respected games developers in the world! Not sure about the cardigans though...

A Very

The NES

As soon as the Nintendo Entertainment System (which is affectionately known as the NES) launched, Rare knew it was onto a good thing and started throwing out games as if they were going out of fashion! Amongst the flurry of titles to appear were a couple which would become well-known over time: *RC Pro Am* and *Battletoads*. The *Battletoads* have appeared on the Game Boy, the NES and the SNES – all we need now is a *Battletoads* game on the N64!

The NES days also held an absurd amount of television tie-ins for Rare. It would seem that everyone in the company must have been a gameshow addict, as the NES titles included three *Jeopardy* games and three *Wheel Of Fortune* titles! *Hollywood Squares* and *Double Dare* were also based on TV gameshows and as if this wasn't weird enough, Rare also made a game called *Taboo* for the NES, which was basically a Tarot card reading game!



[Above] *Cabal* was an extremely addictive and very fun shoot-'em-up where you had control of both character and crosshair.



[Above] Hitting rocks is never a good idea while on a bike.



[Above] The *Battletoads* were one of the best-selling franchises and appeared on every system up until the N64.

The NES also saw the only Rare outing (so far anyway) into wrestling games, with *WWF Wrestlemania* and *WWF Wrestlemania Challenge*. During the short period of time that they had the licence, a wrestling game was also released on the Game Boy. One of the most popular 'sporting' titles was *California Games*, which included such extreme sports as surfing, skating, BMX and frisbee!

NES Games

- Anticipation (1988)
- Arch Rivals (1990)
- Battletoads (1991)
- Battletoads Double Dragon (1993)

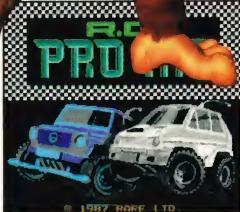
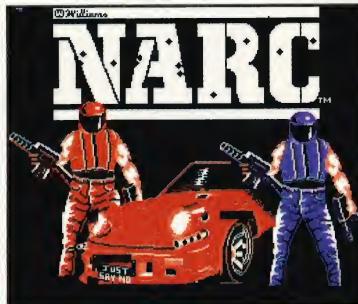


- Beetlejuice (1990)
- Cabal (1989)
- California Games (1988)
- Captain Skyhawk (1989)
- Cobra Triangle (1988)



Rare Breed!

Ask a room full of gamers who makes the best games for the N64, and the answer would undoubtedly be that master of 3D adventures and first-person shooters, Rare. 64 MAGAZINE decided to delve a little into its history...



[Above] The first successful Rare driving game was the RC Pro Am series, which got loads of praise from the gaming community.

- Digger T Rock (1990)
- Double Dare (1988)
- High Speed (1991)
- Hollywood Squares (1988)
- Ironsword (1989)
- Jeopardy (1987)
- Jeopardy Junior (1989)
- Jeopardy 25th Anniversary (1990)



[Above] Don't worry if you haven't heard of Jeopardy – it's huge in the US but sadly isn't shown over here.

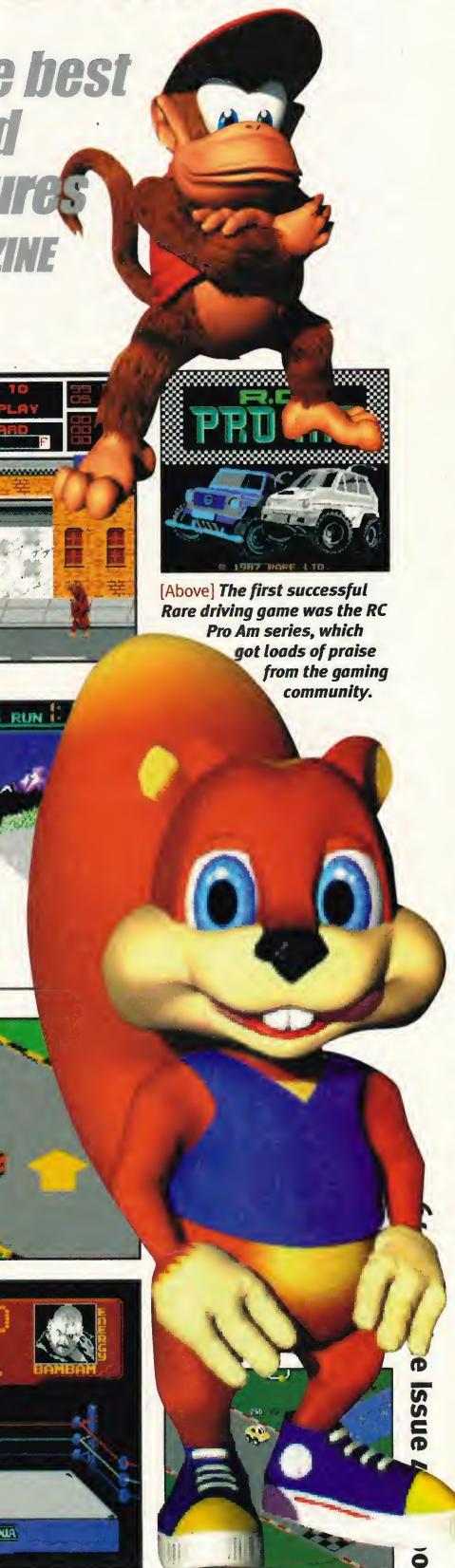
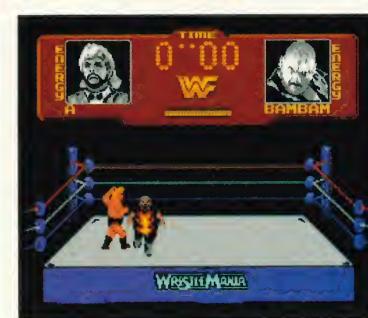
- John Elways Quarterback (1988)
- Jordan Vs Bird (1988)
- Marble Madness (1988)
- NARC (1990)
- Nightmare On Elm Street (1989)
- Pin Bot (1989)
- Pirates (1991)
- RC Pro Am (1988)
- RC Pro Am 2 (1992)
- Sesame Street 123 (1988)
- Sesame Street ABC (1989)

- Sesame Street ABC and 123 (1991)
- Silent Service (1989)
- Slalom (1986)
- Snake Rattle N Roll (1990)
- Solar Jetman (1990)
- Super Glove Ball (1990)
- Super Off Road (1989)
- Taboo: The Sixth Sense (1989)
- Time Lord (1990)
- Wheel Of Fortune (1987)
- Wheel Of Fortune Family Edition (1990)
- Wheel Of Fortune Junior (1989)
- Who Framed Roger Rabbit (1989)
- Wizards and Warriors (1987)



[Above] In the days of the NES, when graphics weren't exactly mind-blowing, gameplay was all that mattered.

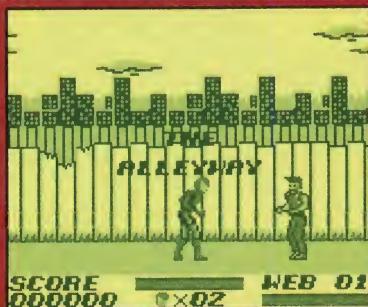
- World Games (1988)
- WWF Wrestlemania (1988)
- WWF Wrestlemania Challenge (1990)



The Game Boy

It's only recently that Rare have come back into the Game Boy market, with *Conker's Pocket Tales* and *Mickey Mouse*. A few years back, though, on the good-old-fashioned chunky Game Boy, there were loads of titles released from our favourite developer and all but one was based on a full-size console counterpart!

The highlight of all of these games has to be the *Donkey Kong Land* series, which amazed all with its dual-colour, blowing other lesser platform games away! Just like *Donkey Kong Country* on the SNES, this was a landmark in gaming history and fans of the monkey will be pleased to hear that a full colour version of the game is on the way soon for the Game Boy Color.



Game Boy Games

- Amazing Spiderman (1990)
- Battletoads (1991)
- Battletoads and Double Dragon (1993)
- Battletoads in Ragnarok's World (1993)
- Beetlejuice (1991)
- Conker's Pocket Tales (1999)

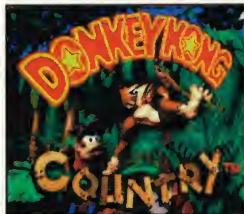


[Above] Conker's is one of the more recent Game Boy titles from Rare.

- Donkey Kong Land (1995)
- Donkey Kong Land 2 (1996)
- Donkey Kong Land 3 (1997)
- Fortress Of Fear (1990)
- Killer Instinct (1995)
- Mickey's Racing Adventure (1999)
- Monster Max (1994)
- Sneaky Snakes (1991)
- Super RC Pro Am (1991)
- WWF Superstars (1991)



The SNES



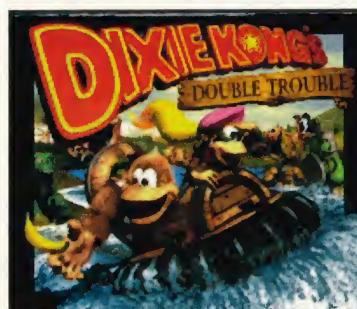
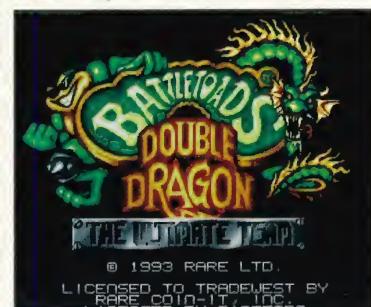
[Above] It may not be *Donkey Kong 64*, but when this game came out everyone was going mad about playing with the Donkey!

[Below] *Donkey Kong* really was one of the most groundbreaking games on the system - check out these lighting effects!



From conception to completion, *Donkey Kong Country* took the equivalent of 22 years of work, shared out as it was between development teams. It was all worth it, however,

[Below] The toughest green things since the Turtles and the hard-hitting brother team - now who's gonna mess with them!



because the game made £1 million in the first day and has sold over 8 million copies! The original was surpassed in quality by the two sequels and they each remain just as playable today.

Killer Instinct was an odd title for Rare, as their first real outing into the beat-'em-up genre. Despite this, it became one of the most played beat-'em-ups on the system after *Street Fighter* - hardcore gamers couldn't get enough of those bloody combos!

SNES Games

- Battletoads in Battlemaniacs (1990)
- Battletoads Double Dragon (1993)



[Above] Quite why this toad doesn't need a space suit isn't explained!

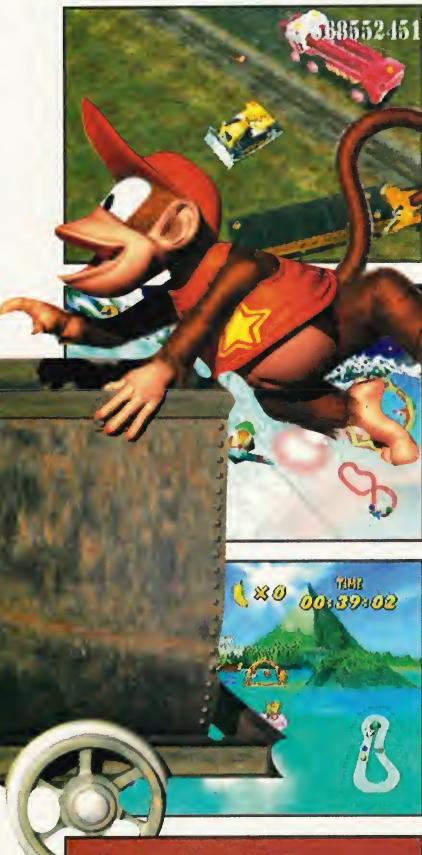
- Donkey Kong Country (1994)
- Donkey Kong Country 2 (1996)
- Donkey Kong Country 3 (1996)
- Ken Griffey Jr Winning Run (1996)
- Killer Instinct (1995)



[Above] *Killer Instinct* was one of the first games to be updated for the N64.

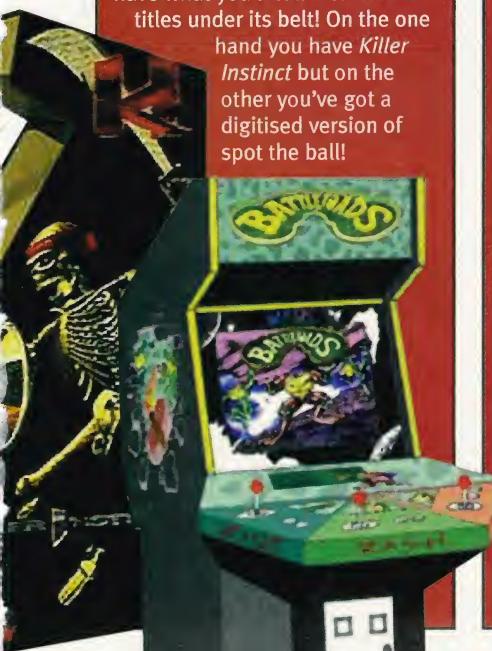
The N64

About the time Rare was finishing *Donkey Kong Country 3*, a new Nintendo console was announced – a machine that was to be known (of course) as the N64. As the leading second-party developer, it's safe to say that Rare practically dominates the N64 market, with Nintendo at its side. After the huge success of *Goldeneye*,



Rare-cade

When it comes to arcade machines, Rare doesn't exactly have what you'd call memorable titles under its belt! On the one hand you have *Killer Instinct* but on the other you've got a digitised version of spot the ball!



N64 Games

- Banjo Kazooie (1998)
- Blast Corps (1997)
- Diddy Kong Racing (1997)
- Donkey Kong 64 (1999)
- Goldeneye (1997)
- Jet Force Gemini (1999)
- Killer Instinct Gold (1996)
- Perfect Dark (2000)



whenever Rare decides to do a new game the whole world sits up and pays attention! The definitive Bond shooter originally started out as a plan for a SNES platforming game but thankfully it found its way onto the N64. The authentic and fun gameplay still makes this one of the best-selling games on the machine today! Not one to let go of a good thing, Rare used the *Goldeneye* engine to create another first-person masterpiece in the form of *Perfect Dark*.

With these two games and three of the best platformers ever to grace the N64 under its belt, it's fair to say that Rare have one up over all the other developers. And with four more games in the pipeline, you can expect a lot more fun to be heading your way!



[Above] Those who have managed to get far enough in this game will know that this lighthouse turns into a rocket and takes off!



Durumov: Kill him!



[Below] How many other companies would let you become a suave and sophisticated 'Double-o' agent!

Show Me More...

All this, and Rare is still busy working away on new titles for the N64 and Game Boy Color, not to mention some secret Dolphin projects!



[Above] Banjo-Tooie is one of the most anticipated games on the horizon, if only because it allows you to finish the first game!



[Above] Conker 64 is one of the first Rare titles to include an adult theme!



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Tekken Tag Tournament

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REVIEWED >



GAMES >

Parasite Eve 2

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WHAT'S
REVIEWED
IN THIS
ISSUE!

64 reviews

MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game have Expansion Pak's extras?



RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher	Who sells it
Developer	Who wrote it
Game Type	What type of game
Origin	Country it was written in
Release	When is it out?
Price	See if you can guess?

\$64,000 QUESTION

This is where we list the good and bad points of the game. If there are more of the latter, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.



Mario Tennis

The world's most popular plumber is back with all his crazy mates for a new take on the usually far-too-civilised sport of tennis. Forget Wimbledon, this is how tennis ought to be!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!



A good job – there might be a few rough edges that could have been better, but nothing serious.



Average – a game that gets this score does its job adequately in this category, but isn't anything special.



Things aren't looking good – a mark of two means that this part of the game is definitely below par.



Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

34

ISS 2000



Football fanatics rejoice, for the game you've all been waiting for is here! Check out the first official review of the finished game.

46

Hercules: The Legendary Journeys



It's muscles all the way as Titus takes us to the magical land of Hercules – and we've got the exclusive review!

THE FINAL SCORE

95%+

Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

94%-90%

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of well over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

89%-75%

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

74%-50%

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

49%-30%

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

29%-10%

Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%

40

Turok 3: Shadow Of Oblivion



I am Turok! Yes, the dino hunter returns in this, the... er, fourth game of the series. And you know what? It's darn good!

54

Fighter's Destiny 2



Another N64 beat-'em-up comes crashing onto the machine. But is it a knockout or a wimp-out?

33

64 BOTTOM LINE

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

%

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dash?

Soundbite:

The game in a nutshell, for the truly lazy reader!

International Superstar Soccer

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Konami
Developer	In-house
Game Type	Football
Origin	Japan
Release	September
Price	£39.99

*Can Konami make it
a hat-trick?*





[Above] With a little practice you'll be able to put the ball exactly where it belongs – right in the back of the net!



ISS 2000



[Above] The England goalie lets the side down again. What are the odds of something like that happening, eh?



MEMORY OPTIONS

MEMORY:

Not used

CONTROLLER PAK:

Saves Career mode and results of games

With the painful memories of Euro 2000 nothing but a dull ache in many footie fans' souls and a new season just around the corner, it would seem like now is an ideal time to release another football game for curious N64 owners who crave yet another fix of virtual soccer. Having said that, quite why Konami feel the need to thrust another *ISS* game onto the N64 is anyone's guess – a touch of *FIFA* it is perhaps? Surely not?

However, this isn't just any old footie game, oh no! *ISS 2000* has pedigree, and of the handful of footie games that have graced the N64, Konami's *ISS* titles have always been the most consistently brilliant, so this game certainly has something to live up to. Even without the official licence that the *FIFA* games have championed, it is true to say that no one has come closer to replicating the beautiful game than Konami. Now with this – the third game of the *ISS*

last incarnation. After all, *ISS '98* wowed gamers the world over with its fine blend of speed, AI and ball control. Without such improvements, *ISS 2000* could prove to be just a fairly dull and pointless sequel – surely Konami would never dream of doing such a thing?

Can You Guess What It Is Yet?

Early indications are positive, and the Expansion Pak that has been in meltdown from all those hours played on *Perfect Dark* can, should you choose, transform the once blurry graphics of the original games into super-smooth, hi-res loveliness, which is nice... This was perhaps the only weakness of *ISS '98*: while it did just about everything else brilliantly, the game's visuals appeared to have been smeared with a layer of Vaseline. Now you have the option to enjoy sharp and clearly defined graphics, although this comes at a

"Of all the footie games that have graced the N64, Konami's *ISS* games have always been the most consistently brilliant..."

series on the N64 – you might justifiably expect them to have created the greatest of them all.

The big question is whether or not Konami has managed to squeeze yet more goodness out of the N64 in the two years that have passed since the

cost. The *ISS* series of games have always been fast and fluid, but switch on the hi-res mode and things begin to slow down somewhat. This is, however, very much down to your own personal taste. If you prefer sharper visuals to pace then you

\$64,000 QUESTION

- ⊕ It's *ISS*!
- ⊕ Career mode makes a welcome addition
- ⊕ The closest thing to real football on a console
- ⊕ Did we mention that it's *ISS*?
- ⊕ It's pretty much the same game as its predecessor
- ⊖ Slowdown evident in hi-res mode
- ⊖ Should've been released in time for Euro 2000!



Hair Raising

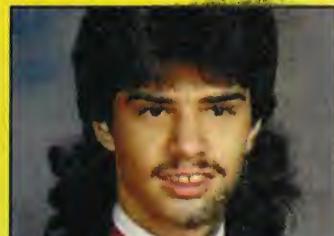
Back in the 80s virtually every great footballer had to have a Mullet and you'll find a fair selection of them in *ISS 2000*. However, it's good to know that it's not just footballers that sport the daftest trim known to man...



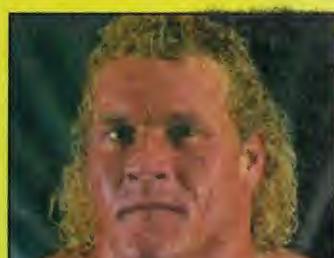
[Above] Oh dear, this'll be Billy Ray Cyrus... His unfortunate taste in music was matched only by that hair style.



[Above] Jason Donovan had hearts aflutter but with his mullet proudly on display it's hard to see why...



[Above] Somewhere this man is at large. He could be a friend or relative, he shouldn't be left on his own...



[Above] Sid Vicious, wrestler and owner of a mullet. It looks great! We have to say that 'cos he's bigger than us!

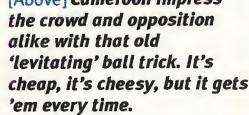


[Above] There's no easy way to score in ISS. However, crosses coming into the box from the wings offer the greatest scoring chances.

You'll never play a better game of football on any other console...



[Above] Penalties are all about putting those well-practised set pieces into play. If you want to make the most of those valuable chances, you'll have to put the practice in.



[Above] Cameroon impress the crowd and opposition alike with that old 'levitating' ball trick. It's cheap, it's cheesy, but it gets 'em every time.



should be very happy, but if you are a long running fan of the series, you might be a little disappointed by the sluggishness that you're faced with. In fact, you might just prefer to leave the expansion pak option unused, which is a bit of a let-down.

Can You Kick It?

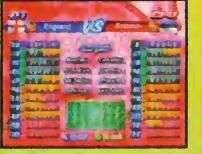
A cursory glance at the options screen reveals a few newbies to accompany the raft of gameplay options that threatened to overwhelm players of *ISS '98*. For starters, you can now play, should you wish to subject yourself to it, in European Cup mode (that'll be a sort of official licence-free version of Euro 2000 – thanks for that EA). Here you get the opportunity to take England (or whatever European side you fancy) through the qualifying stages – only this time you might just do a better job than Kevin and his boys did in the qualifying stages – and right through to the finals (you know, the bit where you get to win a trophy and stuff, Kevin?) Without EA bothering to release an officially licensed Euro 2000 game, this is as close as you're going to get to reliving the (ahem) magic.

The Hand Of God

Perhaps the biggest deviation this game makes from its predecessor is in the much-enhanced version of the create-a-player mode. In *ISS '98* literally all you could do was develop some basic characteristics of a virtual footballer, such as height, strength, stamina and position played. However, Konami have taken this idea (that is used in most sports games) to quite another level entirely. Not content with controlling the anatomical features of the player you create, you now have the chance to carve out a career for him, starting him out as a young player as you attempt to take him into the big leagues. This is more like a stripped down RPG, with you taking responsibility for the player's every move, from training and playing in friendly matches (if you

Who The...?

Without the official licence, Konami has always had to alter the names of the players to get around this. However, gone are the days of Shoarer and Gascone – although he can be found, humorously, in the Career mode. Here is the England squad. Can you recognise any of this lot?



Bring Back Tony!

Tony Gubba, the voice of ISS, is nowhere to be seen and has been replaced by the relatively unknown Chris James and former England player, Terry Butcher. Whilst Chris James has a fair old stab at commentating, Terry Butcher's infrequent remarks are bland and pointless. So, whatever happened to Tony?



[Above] Brazil miss a sitter. Not unlike the last World Cup... However, as ever, the animation of the disappointed striker is exceptionally realistic, which is nice.

are given the opportunity) to chatting up the ladies around the training ground. Everything that your player experiences – including chatting to and eventually going out with the ladies – increases or decreases the various skills required to become a professional football player, like stamina and speed, ball-handling abilities and enthusiasm (it's amazing what a little love can do for a man's ball handling abilities). Depending on the position that you have chosen for your player, you have to try to focus on the specific skills that are necessary for success. And so you have to attempt to balance out training, resting and socialising to try and create the most complete and successful football player possible.

Though the idea is sound enough, the execution is at times a little lacking; there's a little too much text, and some scenarios begin to grate – especially when they are repeated. This is exacerbated when your player is randomly punished for some misdemeanour like not tidying his room. This depletes your skill points

and there really isn't anything that you can do about it, so it tends to make you feel frustrated, even though it is supposed to indicate the randomness and difficulties of making it into the world of football.

The Career Mode is a fairly novel idea but it does detract from the game itself somewhat (surely the main thrust is supposed to be kicking a ball about?), plus you need iron-like stamina to wade through a ton of text and options which can become a tad wearisome. To be honest, it's a little dull and though it works well enough

[Below] As ever, the goalkeepers are rock-hard. You'll have to be a little more creative if you want to score goals.



[Above] After their diabolical attempt at participating in Euro 2000, Germany celebrate the fact that they've actually scored a goal. Bless!

[Below] A game between Switzerland and Wales – two of the greatest football teams... That'll be really interesting then... (yawn).



It Can't Be Real!

The ultimate test this one. We set England against Germany in penalties to see if ISS 2000 really was just like real football. Here's proof positive that Konami has got it all wrong... Sorry lads, we've seen England lose at penalties too many times to find this result credible.



[Above] Taking a penalty is fairly easy in theory. However, once you've taken aim and let fly...



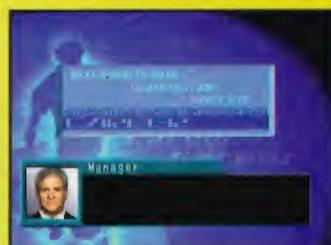
[Above] ...there's always those damn goalies there to spoil your fun. Time for a spot of aftertouch...

[Below] Oh the drama of the shoot-out! Here the mighty England take on the age-old – and aging – foes, Germany...



This Isn't Football...

The Career mode could've been a worthwhile addition to a great series, but unfortunately it doesn't quite work. It's a little on the dull side, but nevertheless it is worth a look...



Stadium Select



[Above] As you would expect, ISS 2000 gives you a raft of stadiums to play in. Our favourite is the Saint Denis Stadium in Paris.

'It's amazing what a little love can do for a man's ball handling abilities...'



[Above] Unlike ISS '98, the referee is no longer afraid to whip out his big red card and send a player off - you have been warned!



2nd Opinion

Rating



→ I've never claimed to be a dedicated footie fan but I've also never been able to fault ISS for playability. This latest version isn't a huge evolution over the last one but if you're after better graphics or you've missed all the others then check it out now!

→ Roy Kimber

nice bonus no doubt, but hardly something that will make you want to buy this latest version of the game. In fact, ISS 2000 does feel a little like a cash-in that ought to have been released in time for Euro 2000 - at least that way the European Cup mode might have then become a relevant addition to the game rather than just another option.

Unfortunately, ISS 2000, in spite of its many improvements, just doesn't have enough of them in it to make you *need* to own it. Perhaps if the hi-res mode had not hampered the speed so much then we would have unreservedly recommended this but as it stands, we simply can't. Perhaps Konami simply couldn't improve on what was the finest footie game ever and while we can hardly criticise that, we do feel a little short-changed by what it has offered gamers here. The bottom line for gamers that own ISS '98, is that you'd be better off keeping your money in your pocket, rather than being tempted into buying the same game dressed up to look smart for the new millennium.

Nevertheless, if there is an N64 gamer out there who doesn't own a soccer game, ISS 2000 comes highly recommended - you'll never play a better game of football on any other console. You'll be impressed by the sheer loveliness of the gameplay, you'll delight at the control system, which feels as good as it ever did - largely because it remains unchanged from ISS '98. Add to that the multiplayer game and you'll be in football heaven. However, should you chance upon a second-hand or cheap version of ISS '98, you might just want to buy that instead... Hey, it's your money, just don't say we didn't warn you! ■

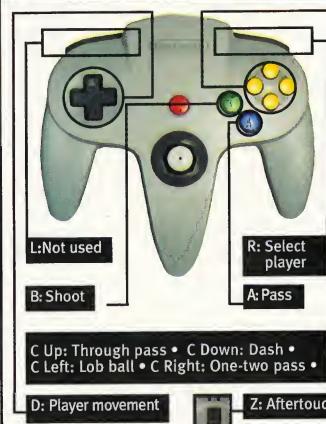


[Above] Cameroon may not be the greatest team in the world, but against Japan anything's possible.



64 BOTTOM LINE

CONTROLS



ALTERNATIVES

ISS 64: Konami

Reviewed: Issue 3, 93%

ISS '98: Konami

Reviewed: Issue 18, 95%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90

Soundbite:

Had the hi-res mode not hampered speed this would've been perfect!

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Turok 3: Shadow of Oblivion

NINFO

PLAYERS	1-4
EXPANSION PAK	Yes
RUMBLE PAK	Yes
Publisher	Acclaim
Developer	Acclaim
Game Type	Shoot-'em-up
Origin	US
Release	Out now
Price	39.99



MEMORY OPTIONS

MEMORY:	N/A
CONTROLLER PAK	Stores saved games

It's definitely an improvement on Turok 2...

[Below] Honestly, these mutant spider creatures will eat anything. Next thing you know they'll be eating GM foods.



It's time Turok and roll!

What is it about the number three? To some people it seems to be a kind of magic number. They say things like "third time lucky" or "disasters always happen in threes" and everyone always seems to applaud when a football player scores a hat-trick. Trilogies happen to be popular cinema franchises at the moment too, and when it comes to bedroom gymnastics many of us fantasise about some three-way rumpy-pumpy night-time action! The number three could very well be the meaning of life (nope, that's 42 – Roy) or at least be some kind of key to it. Or maybe not. In *Turok*'s case though, third is definitely the time to be lucky.

Dead Loss

Or maybe not. Well, not for Joshua Fireseed anyway. After suffering the onslaught of hundreds of nasty evil beasties in the last few outings, he is now being plagued with visions of his own death and a child that is the key to stopping a nasty character called Oblivion and continuing the line of

That would be the case, where it not for Danielle and Joseph Fireseed (Joshua's little bruv and sis) who decide to take his place in the long tradition of *Turok* and search for the child he dreamed about. All, however, is not what it seems!

As you may have gathered by now, it is your job to assume the identity of either Joseph or Danielle and stick a very big gun in the faces of some very ugly mutant enemies.

Everything Old Is New Again!

The first thing to be said about *Turok 3* is that it came as a pleasant surprise to most of us here at 64 MAGAZINE. So, already things are looking up for the guys and gals at Acclaim (not that we overrate our own importance or anything – Roy). One of the main complaints about the first two *Turok* adventures was that the game largely consisted of running through a plethora of corridors, flipping switches and bumping into the odd monster or two that could be despatched with a brief dose of gunfire. In all honesty, that tradition continues in this game too, but what makes this one different and slightly more refreshing is how the levels are set out. Instead of sprawling, endless environments that could bring even a chemistry teacher to tears, the levels here are much more compact.

Although the levels are big enough to satisfy the most adventure-hungry among us, this time they've been chopped up into smaller objectives that give you the opportunity to play the game in chunks, concentrating on one mission at a time, and that can only mean good news for the gameplayer in a hurry!

If it is true that variety is the spice of life then *Turok 3* also delivers on that front. One minute you could be walking the streets, the next scuttling through the sewer systems beneath, and the next finding yourself on a runaway train, hunting for the brake switch. If Acclaim's aim was to keep you stuck in your seat, anticipating the next change of gear, then it is pretty safe to say that it has succeeded in that respect. The game is like having a giant tub of popcorn in front of you: you eat until you think you can't eat any more and then carry on picking away at it when you probably should have stopped an hour or two ago. Unlike eating too much popcorn, however, you hopefully won't feel sick after playing this!

Split Infinitives

Another aspect of the game that keeps us happy is that, because the game is separated into bite-sized chunks, when you die you don't go



OW of Oblivion

\$64,000 QUESTION

- ⊕ Involving, varied gameplay
- ⊕ First class ticket to carnage
- ⊖ Some infuriating sections
- ⊖ Some of the problems of the last two games



64
MAGAZINE
SIZZLER



(above) The mutant is over there, I'm over here. He can't reach me with his laser spit and I have a rocket launcher. You work out the result!



Different Strokes!

Another interesting little feature is that if you play as Joseph you can get your dirty hands on these nice night vision goggles. This allows you to access different parts of the level and take on challenges that Danielle can't do – like set the video recorder at home for instance!



Not to be left out, Danielle opts for a gadget of her own. She don't want no damn goggles, no baby! Instead she wants the energy grappling hook... Line your hook up with one of the white glowing orbs that are positioned at certain parts of the game, aim, fire and watch yourself beam up to that spot. As before, this allows you to do things that Joseph can't – like clean up after yourself and not wallow in your own filth!



[Below] Looks like he disagreed with something that ate him. (Where have I heard that said before?)



[Below] Now you and all your friends get the experience of being the Predator, without the hassle of Arnie trying to hunt you down!



back to the very beginning of the level but instead are placed back at the start of your most recent mission or location. This means that any items essential for that mission or objectives you have already completed/are in the middle of, will be ready and waiting for you once you have restarted (these sections can also be saved onto your memory card, which is nice). Let's be honest, we all hate it when we've completed 75% of a level, only to die and have to start with nothing. At least in *Turok 3* you can start again with that 75%!

As with its predecessor, *Turok 2*, in high resolution this game looks absolutely luv-er-ly and is as smooth as a bald bloke's beret! As a package, those of you who decide to buy this won't have room to complain either. The game is well thought out; again, like in the other two, your mind won't be too stretched in the puzzle department, with each objective leading neatly on to the next. It's simplistic enough to play, while ingenious enough to warrant more gameplay. The added advantage of choosing between the two characters is that depending on which one you choose, the game splits off in different directions at certain points and joins up again later on. An example? How

about this one: when you decide between characters at the start of the game you are informed that Joseph and Danielle have special talents in various areas, for instance Joseph gets to wear a pair of night vision goggles, while Danielle can pick up an energy grappling hook thing, plus they both have character-specific weapons. In a nutshell, this means that when it is time for our heroes to sneak into, say, a museum that has infrared security beams to navigate, while Joseph must hop and crawl carefully through, Danielle can just zap her way over the top of them. This means that even when you have finished the game with one character, there is more than enough reason to go through it all again with the other.

Gore Blimey!

Gore fans will be pleased to know that all of the carnage from before is, erm, alive and well in this game. A carefully placed shot can blast off an arm, a leg or even a head, bursting it like an overly ripe zit (ugh – Roy). Despite that, though, it must be said that we got most of our enjoyment from shooting some harmless rats with a great big shotgun. The mess we made!

As we all know, for every positive

Groovy

Guns. We all know that it's not guns that kill people, it's the people who use them, right? Well, believe it or not guns do have a hell of a lot to do with it! That's why it's good of games like this to allow us to shoot an assault rifle in the safety of our own homes, without the threat of armed police



officers popping in for tea. But wait! It's not just a rifle we can play with in *Turok 3*. No, no, no! You can also collect various weapons that are individual to one of the two main characters, like a napalm launcher, a shredder shotgun and what is perhaps our favourite, the Cerebral



Possessor! This little baby, like most of the cerebral weapons, has the ability to blow your opponent's skull right off his shoulders, but what sets this one apart is that once the missile attaches itself to the skull, you can temporarily see what that creature/human is seeing! Sweet...



Step one: Take aim at the creature you wish to kill.



Step two: Lock and fire.



Step three: And that's you, looking through his eyes!

there must be a negative somewhere, and *Turok 3* is no exception. It is bad enough when a really great game is let down by some ridiculous faults but when, as in *Turok 3*'s case, they are the exact same faults as its predecessors, you really have to just shake your head in sadness. The biggest offender is all the jumping around business. As has been said before by this magazine, trying to jump a massive gap in a first-person 3D game involves lots of patience, particularly with a jump that has to be perfect or else you fall to your death. Luckily, there aren't that many fatal falls within the game, but still, there are far too many 'falling down and having to climb back up' again moments that get right on your nerves and have you wanting to throw your control pad at the screen.

Another really annoying aspect is found in some of the objectives within the game. Every now and then there is a 'race against the clock' section that pits you against time, obstacles and enemies. Much of the enjoyment of these sections is spoilt when you have no clue whatsoever as to which direction the bomb you have to diffuse lies in, or when you have a large amount of ground to cover and

Guaranteed to put a smile on your face!



[Above] We've heard of people trying to catch a train before, but this is just flippin' ridiculous! (Boom, Boom!)



Once Upon A Time...

It is a dark time for the rebellion... Sorry, wait, that's a whole different thing all together... It's still a miserable time for Joshua though, plagued with visions of his own death and of a small boy (uh huh? Roy). He confides this to his sister Danielle and tells her that this boy could be salvation for the Turok. Paranoid? Maybe, but he was right to be suspicious, because in the middle of the night along come a whole gaggle of goons who promptly despatch our hero. Before he dies, Joshua tells Danielle and her brother Joseph to get away and live to fight another day. They do a runner and Joshua blows himself to bits, taking the rest of the bad guys with him.

Rescued from imminent death, the duo meet up with Adon, who introduces them to the council. They tell the duo they must continue the tradition of Turok and help find this child. Reluctantly, they agree... the game, as they say, is afoot!



Under Siege

Trains are great: narrow corridors, screaming children, bum-numbing seats and the sensation of trying to pee standing up whilst standing on the centre of a seesaw (unless you're a girl). If you think that is bad then wait until you see the train service in *Turok 3*. The trains never stop to pick up passengers, they are overrun with monsters and rabid dogs, in serious need of renovation and the one you find yourself on is a runaway that is heading towards a dead end at a very high speed. Trying to get control of the brake was no problem, trying to get our £75 back from the rail company was!



Turok 3 is not so much a hard game, more an infuriatingly tricky one...

are met en route by a shed-load of nasties. This means that by taking a wrong turn or taking things cautiously you end up dying many, many times. This wouldn't seem too bad, but trial and error gameplay can become a right pain in the neck, especially when you have to face an animated cut-scene every time you restart!

Age Of Oblivion

Turok 3 is not so much a hard game, more an infuriatingly tricky one. The



[Above] I am Oblivion, the all powerful, all evil, world-destroying overlord, and I want my lollipop!

level of difficulty can be very uneven too: you'll find some sections a complete breeze to walk through, only to find yourself confronting a seemingly impossible challenge at the end of them. The bosses at the end of each area are a prime example of this. Although they can be very susceptible to a well-aimed gun shot, their weak spots can be quite hard to pinpoint or at least to have a clear shot at. When you come across Oblivion at the very end, it's damn near impossible to determine where exactly you have to shoot him. In their defence, at least the bosses are imaginatively created. One in particular stands out, which involves you having to blast it to within an inch



[Above] When little Tommy decided to squeeze that spot he'd had for seven months, all of his friends lived to regret it!

of its life and then finish it off by dropping a bloody big submarine on its head – guaranteed to put a smile on your face!

This Is My Rifle!

As well as the main game, lest we forget, you also have the multiplayer games to keep you in touch with your friends. There are eight deathmatch modes to choose from this time around, all of which offer you the chance to show your mates that "you're the daddy". The arsenal that you have to play around with is also mighty impressive, for the most part.

We All Live In A Yellow Submarine...



Most bosses are fairly boring things to kill: find their weak spot, take a good shot or two and then sit back and watch them pop like a weasel. This particular one amused us a lot though! Upon entering the chamber containing the Xiphias, take a good look at the swine. This ugly one-eyed chap is your enemy. You must kill him. To accomplish that you must know your foe...



Do you see that big eye he has? Good, that is what you must concentrate your firepower on. Make sure you have plenty of ammo and a healthy energy bar, as he is quite a cunning little bugger. He fires lasers at you, lashes out with his tentacles (yes, tentacles, not the other things) and attempts to drag you into the water. This makes life hard for you. Trust us.



If you're lucky enough, then sooner rather than later that eye goes the way of the balloon and bursts, making Xiphias rather annoyed. He begins to flail his tentacles around like a crazy fool and takes pot shots with the laser he happens to have. 'What now?' you cry. Well if you take a glance above his head you'll notice a yellow submarine just hanging there – how convenient.



Access to the control panel that releases the submarine has now been granted, thanks to a ladder that comes down from above. Get yourself up there as quick as your little pixels can carry you and flip the switch. That poor creature won't know what hit it. You will. It's a big submarine, you daft squid. It was either you or him. Don't grieve – it wouldn't have grieved for you. Would it?



[Above] He's shooting at you so he must be an enemy! Wait, look closer, is that really who we think it is trying to kill you? Hmm?



[Above] This is just one of the many edited-out accidents from BBC's Charlie's Garden Army. Don't worry, he was given a burial at sea.

all honesty, however, some weapons are next to useless. The vampire gun is, as far as we are concerned, good for nothing. It's the weapon equivalent of having Emu stuck to your hand, and unless all your enemies are small children or Michael Parkinson, we don't see what good it can do. One weapon that does stand out is the cerebral possessor, which enables you to fire a mind-controlling device at your nemesis and then see through its eyes. For a short while it also allows you to control said creature, well... at least until its head explodes anyway!

So what, in the end, can be said about *Turok 3*? It's

definitely an improvement on *Turok 2* in nearly all areas, although as the game goes on the imagination that it had by the bucketful at the beginning seems to wear out, leaving the game almost as formulaic as its predecessors. Learning a trick or two from other similar games on the market, *Turok 3* places itself somewhere between *Goldeneye* and *Resident Evil* in tone and layout, and in the process improves itself considerably, but not enough to challenge those titles for supremacy. However, to even be placed near the same sentence as those games is no bad thing, and *Turok 3's* definitely worth the investment if you loved (or hated) the others in the *Turok* series to pieces. Big, red, raw fleshy pieces! ■



Non-Celebrity Deathmatch

In *Turok 3* you get not one, not two, but eight different deathmatch games. 'Hurrah!' you shout. 'Eh?' we said. Although the games have different agendas, they all still involve just running, shooting and covering your own ass! No matter, it's still an excuse for you to beat your mates at your own game and feel really proud of yourself for a day or two. Oh – and they have 'bots in too.



BLOODLUST

Aim: Score the highest number of kills before your time runs out.

CAPTURE THE FLAG

Aim: Well... you have to capture the flag and hold on to it.

LAST STAND

Aim: Kill, kill, kill until you're the last man standing. Or not.

GOLDEN ARROW

Aim: Find and hold onto that precious golden arrow before someone else does.



MONKEY TAG

Aim: Find the character that has turned into a monkey and stamp on his head, before they turn you into a monkey instead. (Hm... rhymes!)

ARSENAL OF WAR

Aim: Fight and kill with whatever weapons you have. When you die you lose a weapon – lose them all and die for good.

COLOUR TAG

Aim: Kill the opponent, and when you do they join your team. Keep playing until someone has captured everyone for their team.

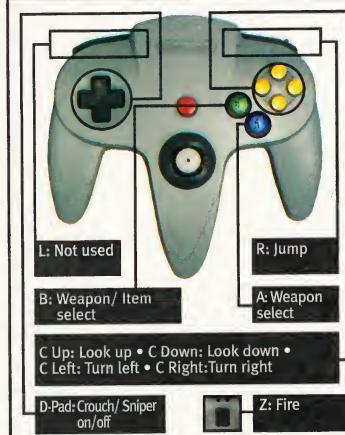
WEAPON MASTER

Similar to Bloodlust and Arsenal of War, however you can only hold two weapons at a time.



64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Goldeneye: Nintendo

Reviewed: Issue 5, 95%

Turok: Rage Wars: Acclaim

Reviewed: Issue 33, 90%

RATING

Graphics



Audio



Gameplay



Challenge

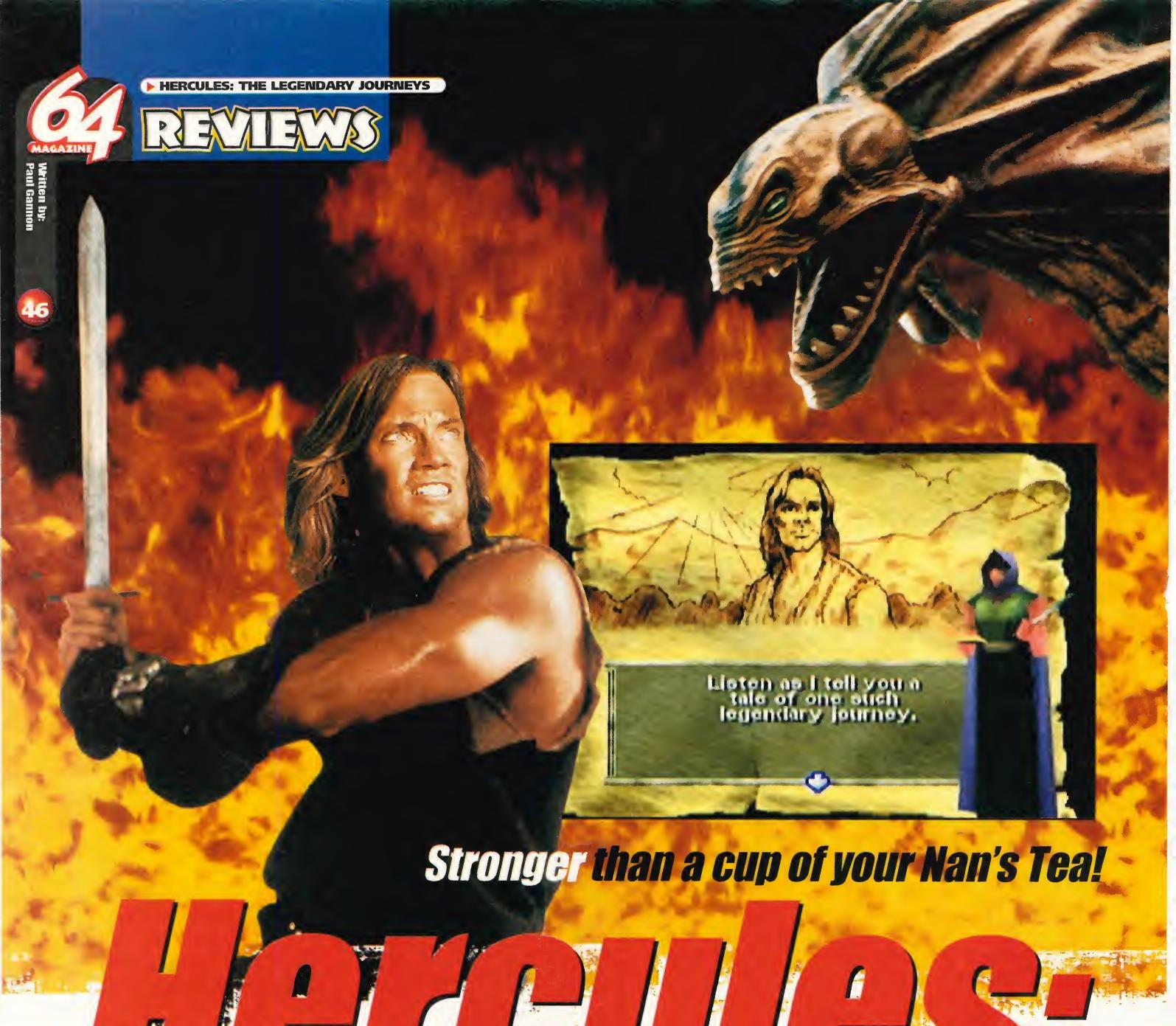


OVERALL SCORE

92%

Soundbite:

Third time seems lucky, all right!



Stronger than a cup of your Nan's Tea!

Hercules: The Legendary Journeys

NINFO



Publisher	Titus
Developer	Player 1
Game Type	RPG Adventure
Origin	France
Release	September (Import)
Price	£39.99

Are you a wimp? Well, I am! So when a game like *Hercules* comes along, I can melt into a fantasy world of heroic battles and rescuing lovely ladies, without having to get my backside kicked by big men with baseball bats! One of the benefits of a videogame is that no matter how bad you are at fisticuffs in real life, you can always go one-on-one with a giant axe-wielding bog monster and win. In *Hercules*, you can do that very thing and not have to worry about what make-up you can steal from your mum's handbag to cover up the inevitable bruises on your face.

Strong like Bull!

Hercules is a part 3D platform, part RPG adventure that sticks you in the disgustingly well-formed body of the son of a Greek god. The plot – because every game needs one – involves our hero trying to foil the machinations of his evil brother, Ares, who has decided to seize his father's throne (his father, who just so happens to be Zeus. It must be nice having a God for a dad!).

But wait! Before you just run off and start beating people up, hadn't you better learn a couple of his moves? Luckily for you, Hercules finds himself at the training stables of his

good friend and golfing partner, Cheiron, who gives you a few pointers on kicking, punching and lifting your enemies. If you have played *Banjo-Kazooie* then you should have a rough idea of what this initial stage is like. Once all that is out the way, you



MEMORY OPTIONS

- MEMORY: Not used
- CONTROLLER PAK: Saves game position

\$64,000 QUESTION

- Interesting challenges
- Plenty to explore
- Tricky to control
- Repetitive gameplay

[Below] Oi, you, girlie! Bet you can't do this, can you? I can, because I am a big strong man. Grrr! Impressed are you?



"In the variety stakes, Hercules is pretty well off!"

proceed into the big bad world, hopefully with the intention of saving it! From that moment on, it becomes a routine job of bashing the enemy, collecting objects and information from the village folk and navigating around the really, really large map that lies ahead.

Get a Grip!

Controlling Hercules is not the most pleasant of experiences and getting comfortable with the controls takes some time. The main problems can be found when jumping or punching (two of the things that you do the most of), because the character doesn't seem quite as responsive as he should be. There are certain times in *Hercules* when the game requires you to jump from a ledge to reach a certain switch. It is infuriating enough when you miss the target because

you didn't jump as far as you'd thought, but when missing the leap means you have to run for minutes on end to get back to the place you started from, it can be a total pain! And it gets worse – there are points when a miscalculated effort sends you plunging to your doom like Wile Coyote! This instantly brings the Game Over message up and you have to begin from when you last bumped into The Scribe (see boxout), which could well be a village and a half away. Having to do this over and over again until you get it right, and manage not to die until you can save your position again,



Go Away!



She follows you, hanging on your every word, and also records your adventures. You could tell her to get lost but that would be stupid, because if it was not for this "Scribe" your quest would be a lot harder.



She is a save spot disguised as someone "writing down your adventure". You'll find her inside other people's houses, where she awaits your arrival. If you die, you always start from the last visit you made to her.



The only thing that takes this a few steps down is when, after you have recorded your progress, she asks you to insert a Rumble Pak. Now that's not even explained as if it was maybe, mythical, or very likely.

[Below] Help, phone the ambulance! I think my back is about to snap! Oh hang on... phones haven't been invented yet - damn.



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can be just the sort of truly irritating obstruction that can ruin enjoyment of the game.

Put 'Em Up!

The other point of annoyance in this game is when it comes to having a scrap with the opposition. The nature of the combat means that when you land a blow on the face of the enemy, your character slides forward. In some cases, when the enemy is right in front of you, this is quite handy as it means you can carry on bashing him until he's out for the count. However,

when you have three or four guys on you at once, the follow-through on your strikes becomes less useful and can result in the enemy troops landing some lucky punches.

Although the game is enjoyable to a certain extent, and in all honesty it doesn't go too far wrong in places, it's all the small things that let it down in the long run. Like what? Well, like this...

After progressing well on a certain area and going as far as possible, the gameplay is stopped in its tracks when, to get any further, you have to retrieve a rune stone or other such article in order to carry on. This means you have to run all over the place, going back and forth to places you may have been to many times before, just to get past one doorway! It is not impossible to lose track of where you are going and it's not made any easier when there are no real clues and only vague guesswork to help you along.

Saucy Sisters.

I could go on like this for a while, but *Hercules* is not all bad. There must be some good points, right? Yes, there are. The first thing that makes the game refreshing is that it does not take itself too seriously. The dialogue is humorous and stuffed with rude innuendo, if you look hard enough.

Not everyone you meet in the game particularly likes

you and it is not uncommon to run across an inhabitant of a village that thinks you are an idiot. On the other hand, later on, there is a village full of identical sisters who desperately want to, and we quote, "shuck your oyster". We kid you not! If only the game was more interactive – if you know what we mean (Cue Sid James-style laughter).

One very interesting diversion allows you give up the daily stresses and strains of being the world's strongest meat-head, and take over the role of another character for a while. For instance, Hercules cannot climb a certain section of wall and so he gets his mate Iolaus to do all the hard work for him. Taking control of another character allows you to carry a new weapon; in Iolaus' case it is a long staff that you can swing around like Donatello (don't pretend that you

[Below] Help, help! Look, I'm drowning you silly tart! Stop laughing, it's not funny. No, really... it's not funny!

"The major flaws of the game might put off the casual gamer..."

[Below] Hmmm, cosy! A roaring fireplace, a glass of wine and a woman's touch. Oh well, I guess one out of three ain't bad!



I could go on like this for a while, but *Hercules* is not all bad. There must be some good points, right? Yes, there are. The first thing that makes the game refreshing is that it does not take itself too seriously. The dialogue is humorous and stuffed with rude innuendo, if you look hard enough.

Not everyone you meet in the game particularly likes



Things To Do In Traycus When You're Dead (Almost)

Once in the village of Traycus you could see the sights, meet the people or, and this is just a suggestion, pull your finger out and solve some bleeding puzzles. If you are still too laid back to do anything, maybe this little guide will help you get all the silly puzzle solving out of the way!



Run across the bridge and up one level to meet a red-headed lady who can't find her mother's cookbook. To retrieve it, go back down one level and there should be a house with nothing but a bookshelf in it. That's where the cook book is (lucky guess!). Return it to the lady.



Inside this book is a key. Take it to the chest, which is a quick swim across the river from the Cyclops' fort. Open the chest to find a teddy bear. If you haven't seen the man in the watchtower already, the bear won't be picked up. Go and see him first, then go back to get the bear.



Once you have finally given it to him, he will give you the key to the Cyclops' fort. You can then go in and kick its one-eyed ass! If you succeed, the water will return to the village and the farmer's crops will grow. Go see him and, well... find out for yourself you lazy lot!

[Below] This was Hercules, trying out for the part of Chandler in Friends. He didn't get the part. He wasn't fat enough.



don't know who we're going on about!) and further down the road you can play the role of a half-woman, half-horse beast who owns a rather vicious looking bow. Playing with this last character sends you into first-person mode and then it's *Turok-Lite* all the way! So in the variety stakes, *Hercules* is actually pretty well off!

Wish You Were Here!

The many different environments offer scenery from snow-covered mountains to glorious beach villages, and there is even a stop off on Mount Olympus to keep things interesting. You are never bored for want of something to do either. It seems that no matter where you go in the game, there is always someone or something that wants you to do something for them, and in return you usually get given a useful artefact to help you on your way.

There are plenty of puzzles to crack, codes to break and people to save, but unless you're a massive fan of the TV series (on which the game is based), a die-hard RPG fan or just a weakling like me who wants to be a tough guy, this may not compensate for the major flaws of the game, which might put off the casual gamer. ■

[Below] It took me seven hours but I finally finished it! This is a faithful recreation of what my future house will look like!



2nd Opinion

Rating



→ When you first start *Hercules* you immediately think of *Zelda* due to the music and the look of the whole thing. This game isn't in the same league as that mammoth adventure, but it's still pretty good. Fans of the series should definitely give it a look!

→ Roy Kimber

I shuck, shuck, shuck them oysters!



[Below] Whoa, baby! Go on and get your coat love – you've pulled. She obviously has a big thing about sea food this girl!

Buddies

She's half horse and he's got a big stick, but together they're your best mates! Apart from talking about you behind your back and getting drunk on your birthday, what else can these mythical chums do?

IOLAUS

You'll meet this blond buddy reasonably early on. His job here is to climb the vines to access a part of the map that Hercules can't (be bothered to) climb. He's a bit quicker on his feet and his staff is a nifty weapon against the common enemy. He even gets his hands dirty in the puzzle-solving element too, although the most dangerous thing he does then is rescue a cat for a little girl! Fool!



SERENA

Although she looks pretty, below the waist she's strictly for the vet to play with. Not that it matters much because when you get to control her you can shoot a mean bow and arrow. Her parts of the game allow you to dabble in a bit of first person shoot-'em-up fun.

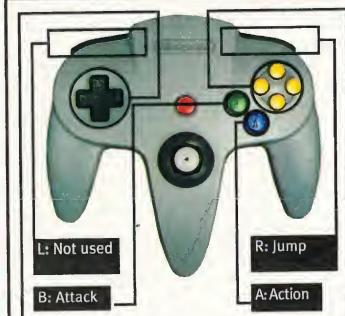


REVIEWS

64 MAGAZINE

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Banjo-Kazooie: *Nintendo*

Reviewed: Issue 16, 90%

The Legend of Zelda: *Nintendo*

Reviewed: Issue 21, 96%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

80

Soundbite:

It's all Greek to us!

Mario



\$64,000 QUESTION

- Lots to do
- Superb replays
- Extremely fun gameplay
- Loads of details
- Four-player fun
- Controls a little basic

Tennis 64

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MAGAZINE
SMASHER

SUPPLIED BY

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A Smashing Game!

When *Mario Golf* first came out, everybody in the office suddenly seemed to develop a weird obsession with golf. Now it's all happening again but this time the Mario posse have traded their clubs in for rackets and are hitting the tennis courts. The scary thing is that *Mario Tennis* is even more playable and a hell of a lot more addictive than *Mario Golf*!

One of the things which really makes this game stand out is the four-player mode. Where before the four-player games meant that you had to wait longer for your turn, in *Mario Tennis* you get a fast and furious game which keeps the adrenaline pumping. This being a title with Nintendo characters, it's no surprise that realism has been sacrificed to some extent for maximum playability – as in *Mario*

Golf, power shots and other neat tricks are possible, something which is most definitely a good thing!

Look Left

It's not that the physics of the ball aren't realistic – because they are – but it is possible to put more power on the ball than would be possible in your average tennis game! This is done simply by holding down the hit button. Of course, this comes with its own catch, as you cannot power up and move at the same time – so prediction is definitely the key. If you manage to pull off a power shot though, the rewards are more than worth it, as the ball shoots across the court in an explosion of fire and light – a great tactic to strike fear into your opponents!

With only two buttons used, the controls are actually, if anything, a

Game On

Ensuring value for money, *Mario Tennis* gives you not only your usual game of tennis but also more than a few other silly games to distract your attention for a while:



This game gives you the perfect opportunity to practice your reflexes and return skills. The three plants at the back launch tennis balls at you and you have to get them back over the net and past your opponent in one shot! Things can get very hectic!



A classic ring game brought onto the tennis court. There are several variations to this but the main idea is to work with the computer and get the ball through as many rings as possible. The sooner you hit a ring, the more points you get for it.



A tilting power-up-filled court suspended over a lava pool – this must be the work of Bowser! In this extremely difficult course you get to use all the usual power-ups, including homing missiles and banana skins, to thwart your opponent's plans!

'The Mario posse have traded their clubs in for rackets!'



[Above] The newest addition to the group, Waluigi is pretty quick on his feet but has got the lankiest legs in the game!



[Above] Every time you miss the ball your character collapses to the floor. Talk about taking the game too seriously!

Double Trouble

Four-player games are always fun but *Mario Tennis* is one of the best we've played in ages. In the heat of a long rally, tensions tend to run pretty high – not only between opposing teams but between tennis partners as well!



little too basic but *Mario Tennis* makes up for this with its playability. The handling of the players as they run across the court is smooth, and coupled with the simplistic controls this makes for a highly enjoyable experience. Professional tennis players may scoff, but long dramatic rallies and devious chess-like games are more than common. To top it all off, the excitement quite literally doubles if you get four people on the court!

Look Left

One thing's for sure, there's no chance you can ever get bored of playing this game. The single matches are fun on their own but when you add in all the other types of game that there are, it makes for a lot of playing hours! You've got the singles tournament, the doubles tournament and three bizarre hybrid games (see boxout). This may not sound like a lot but when you realise that you need to complete the entire lot with each of the 16 characters to open up extra goodies, things begin to get a little daunting! Then of course there's the code entry screen,

which is still used to generate new games in *Mario Golf* today.

By entering an official Nintendo released code you have the opportunity to take part in a new tournament set up by Nintendo. One code for *Mario Golf* released recently created a speed tournament and there's no reason why you can't expect to see things like this with *Mario Tennis*. The possibilities are practically endless!

Look Left

As you might expect from a Nintendo-published game, the quality of the presentation and the attention to detail in *Mario Tennis* is second to none. The animation and sound effects are superb but it's the small attentions to detail which really make you smile. For example, on some of the courts you have Bobombs acting as linesmen – go over the line during play and they blow up to signal your mistake! What stands out most about the game, however, is the replay facility.

After each point is made you get to revisit your moment of glory or agonising defeat with a multi-angled and overly dramatic replay. John Woo himself couldn't have set up the camera shots better! Amusingly you can also actually see these cameras floating around on clouds during the in-game action. In another nice touch to the game, the cameras also zoom in close on you just before a serve and show your character's pose in exquisite detail via a small picture-in-picture display.

Look Right

The only possible rival to this game on the N64 is the Hudson tennis game *Let's Smash*. Both are highly playable but *Let's Smash* just doesn't have the wealth of options or the variety of characters that *Mario Tennis* does. There's a lot to be said for Nintendo characters, after all! Donkey Kong, Mario and the gang automatically bring a whole new level of fun to this game all on their own.

Whether you like tennis games or not, *Mario Tennis* has got something for everyone. For the arcade buffs it's got power shots and silly games, but for the hard-core tennis fans the ball physics and gripping gameplay make this more than worth the money.

Mario Tennis is another fine example of the kind of quality games the N64 can produce – it's fast, it's furious and it's fun: it's got balls! ■

"You get a fast and furious game..."

Court In The Act!

Complete the first part of the tournament in single player mode and you're rewarded with these themed courts based on your chosen character! They may look nice but the bright colours do tend to put you off your game – that and the fact that there's a huge tennis player below you!



[Above] If you hold down the button in-game you can charge up the racket for a massive power shot to destroy your opponent!

REPLAY



2nd Opinion

Rating



→ I'm not a fan of tennis in general – you wouldn't find me queuing for hours to get into Centre court at Wimbledon. That said... if Wimbledon was anything like *Mario Tennis* then I might change my mind! This game is as addictive as they come! Check it out now!

→ Roy Kimber

New Faces

Glancing across these pages you will probably notice that there are a few new characters in the Nintendo stable.



This new character is a little bit strange to say the least – the pink blob with a horn for a nose goes by the name of Catherine! Obviously a hip name over in Japan!



We've had Wario, but now it's time for Waluigi, the evil personality of original plumber Luigi! He looks rather striking in purple – oh and his eyes glow too!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Mario Golf: **Nintendo**

Reviewed: Issue 29, 88%

Let's Smash: **Hudson**

Reviewed: Issue 21, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92

Soundbite:

Extremely fun and very addictive tennis action.

SUPPLIED BY

Control Zone
→ CONTACT INFO:
(01590) 677144

54

NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher Southpeak Interactive

Developer Genki

Game Type Beat-'em-up

Origin Japan

Release Out now (import)

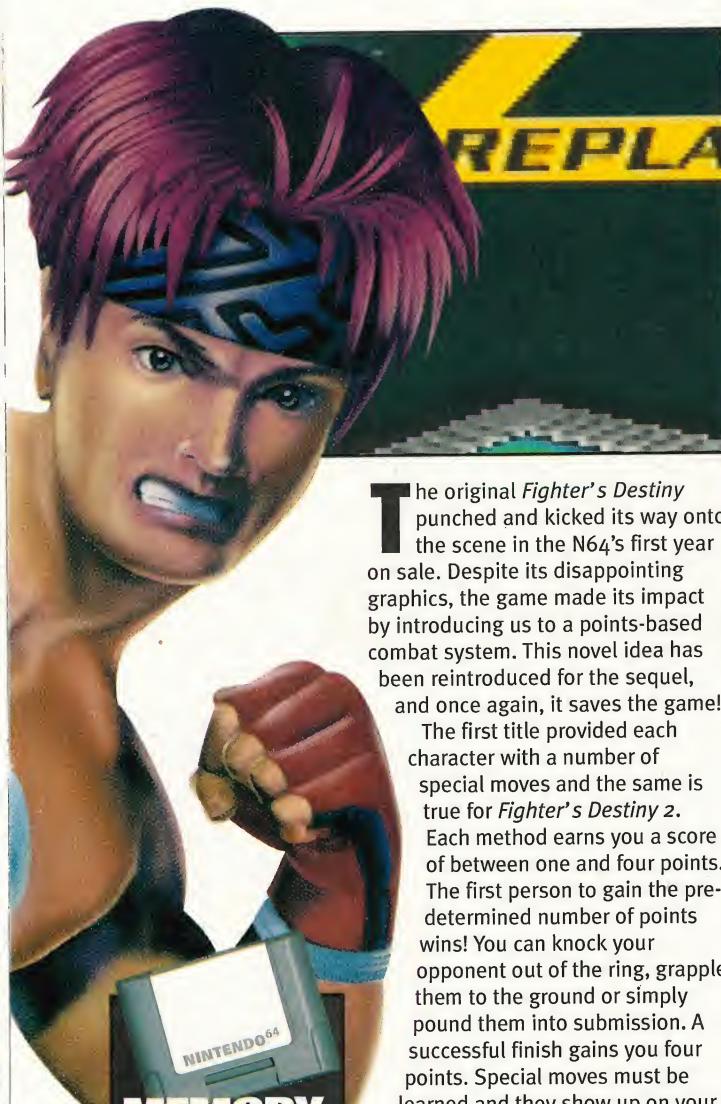
Price £59.99



Fighter's Destiny 2

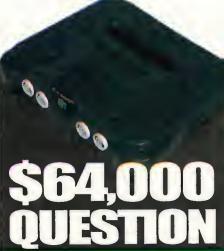
Two-and-a-half years after the first game, the sequel arrives. Was it worth the wait?





MEMORY OPTIONS

- **MEMORY:** Stores all the hidden characters
- **CONTROLLER PAK** Stores special skills, scores and Fighter's Arena position



- ⊕ Good fluidity of movement
- ⊕ Eleven characters to choose from, plus secrets
- ⊕ Fighter's Arena adds longevity
- ⊕ There are absolutely loads of moves to learn
- ⊖ Fuzzy, almost first generation graphics
- ⊖ Weak music and sound effects

The original *Fighter's Destiny* punched and kicked its way onto the scene in the N64's first year on sale. Despite its disappointing graphics, the game made its impact by introducing us to a points-based combat system. This novel idea has been reintroduced for the sequel, and once again, it saves the game!

The first title provided each character with a number of special moves and the same is true for *Fighter's Destiny 2*. Each method earns you a score of between one and four points. The first person to gain the predetermined number of points wins! You can knock your opponent out of the ring, grapple them to the ground or simply pound them into submission. A successful finish gains you four points. Special moves must be learned and they show up on your command list once you have completed the game.

Wanna Fight? Fight Me!

Aside from the specials, there is also a multitude of standard moves in the game. However, if you only play in the 1P VS Com mode, chances are you'll never discover them all. Even in the training mode, where you fight against a strange robot samurai, the command list doesn't reveal more than a handful of the moves. Mastering these simple combos takes almost no time at all and your attention then turns to the grapples and counters.

Grapples are generally initiated by pressing the A and B buttons in conjunction with Up, Down, Left and Right on the D-pad or analogue stick.



[Above] Some of the special moves are awesome. Saeki finishes off his opponents in style. Check this out for a finishing move!



[Above] This is Pierre the French clown. There's no accounting for taste...but you probably wouldn't want to say anything!

'The combat engine of Fighter's Destiny 2 is sound and very playable...'

As soon as the move begins a 'grapple-bar' appears at the bottom of the screen. Over a period of about a second, the bar decreases in size. The opponent has as long as the bar remains to tap in the counter move. A successful counter attack can itself be countered – and each time the maximum length of the bar becomes shorter. This system of counters and counter-counters is extremely playable – maybe other developers thinking about producing a beat-'em-up should take note!

As well as the one-player, multiplayer and training modes, there is a brand new mode called the 'Fighter's Arena'. This is essentially a giant board game – a cross between *Soul Calibur*'s quest-mode and *Mario Party*. Upon starting the arena, a large roulette wheel appears on-screen. This determines how many squares you can move. Each square is adorned with the image of a certain fighter, and he, she or it challenges you to a duel if you happen to land on their space. If you fight well and use a technique which impresses the character known as the Master, then you get rewarded with bonus points. These are added to your vital

And In The Blue Corner...

There are eleven fighters available in the game to start with. The two that are from Great Britain look rubbish. What must the Japanese think of us?



Saeki: Japan Adriana: Brazil



Abdul: Mongolia Federico: Italy



D-Dog: USA Kate: Great Britain



Ninja: Japan Ziegel: Germany



Pierre: France Dixon: Great Britain



Meiling: China



The Fighter's Arena

The Fighter's Arena is a giant board game in which you can discover all the secret characters.



Ooooh! It looks just like Mario Party, doesn't it?



Cherry is one of the bosses. This secret character spins around and around and around... it's enough to make you dizzy!



This is the bloke who claims to be the Master of all fighters. Master this, you old freak!



Samurai returns from the training stage to test you on all that he has taught you. Why didn't you take notes?



The French knight Fabian is one of the bosses in the Fighter's Arena.



[Above] Each character has an alternative costume which can be selected by using the R button.

statistics thus making you stronger. Needless to say, as you progress through the board your opponents become stronger as well.

You Talkin' To Me?

In addition to the normal squares in the Fighter's Arena there are the Master Squares. Land on one of these and the Master summons you for a test of your abilities. Depending on what grade you get, the Master then teaches you a standard move, a special combo or a finishing move. Get an 'S' grade and you know that you're good!

Bizarre pink circles also pop up every so often. Land on these and you're treated to a challenge from the loved-up Cherry. This character is best described as an aging she-devil. Don't be deceived by her apparently lustful promises – just put her down!

Reach the end of the board to face three final challenges – Rodeo, Fastest and Survival. These are pretty much the same as in the original *Fighter's Destiny* – Rodeo challenges you to survive for 30 seconds against a psychotic cow, Fastest requires you to defeat a number of opponents within a set time limit and Survival



[Above] Pierre's stage is like something out of Yoshi's Story. Saeki is too busy being sick to worry about fighting some freak!

mode pits you against twenty characters in a row. The latter of the three challenges is also the toughest – there is nothing more frustrating than getting to opponent number eighteen and then having to start again because they get in a lucky strike!

Feeling Lucky, Punk?

As with the first game, *Fighter's Destiny* 2's chunky, gaudy character design seems influenced by the *Tekken* series. All the fighters also move with the same slow-but-solid fluidity which gives the characters a satisfying feel.

Only four characters have survived the transition from the first game: Meiling, Abdul, Pierre and Ninja. The character models are more advanced than first time around but their textures are very fuzzy. This tends to make the fighters merge into the similarly fuzzy backgrounds. Each character has their own stage, ranging from Saeki's fiery dungeon to Pierre's Clown Land, and they all have an alternative costume to save on confusion when they face off against themselves.

At the end of the day, the combat engine of *Fighter's Destiny* 2 is sound and very playable. It feels good and should keep you going for ages playing against a friend but there is no excuse for the poor graphics and sound and the frustrating end to the Fighter's Arena.

There's very little indeed to distinguish this from the original game – the character of Mou the cow for instance is practically identical to Ushi, the cow from the first one! Even the Fighter's Arena is really just a variation on the Master Challenge in the original title and for all that it's a bit more playable, it's nothing to write home about. Ultimately, the flaws and the lack of originality bring the score for this game down. It's a shame, because the first game had some really innovative ideas and it would have been nice to have seen a few of them here! *Fighter's Destiny* 2 is, however, still a fun beat-'em-up and if you never played the original, it's probably worth giving it a look. ■



→ Long-term readers will know that I loved the first game... and I admit that I like this one too. But (and it's a BIG but) it's damn near exactly the same game all over again! I mean, I liked it, but I don't want to buy it twice! Only worth getting if you missed the first one.

→ Roy Kimber

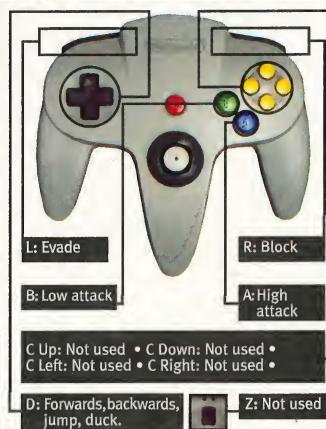
2nd Opinion

Rating



64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Super Smash Brothers: Nintendo

Reviewed: Issue 24, 87%

Fighter's Destiny: Ocean

Reviewed: Issue 11, 92%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

78

Soundbite:

A massive spoonful of gameplay saves this otherwise functional beat-'em-up.

TOTAL GAMEBOY COLOR

64
MAGAZINE

57

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY!

Welcome to a new area of 64 MAGAZINE. The following pages have now become an enclave of our sister magazine, TOTAL GAME BOY COLOR – think of it as a Game Boy Color embassy in N64 country! This means that for the next seven pages, all content comes under the auspices of the best-selling Game Boy Color magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY COLOR reviews is fairly similar to the N64 one, but to avoid any confusion, here's a quick explanation...

NINFO

Link cable	Can you play two-player link-up?
Infrared	Does the game use the infrared facility?
Built in rumble	Some games have their own rumble.
Saves?	Does it save to cart or use a password?
Publisher	The company selling the game.
Developer	The company that wrote the game.
Game Type	What kind of game is it?

\$64,000 QUESTION

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.



RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

How long will this game last you?

OVERALL SCORE



Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!

- 59 *Turok 3*
- 60 *Cool Bricks*
- 61 *Gold And Glory: Road To El Dorado*
- 62 *Alfred's Adventure*
- 63 *Magical Drop*
- 64 *O'Leary Manager 2000*



TOTAL

GAME BOY NEWS

News, views, exclusives, gossip and competitions!

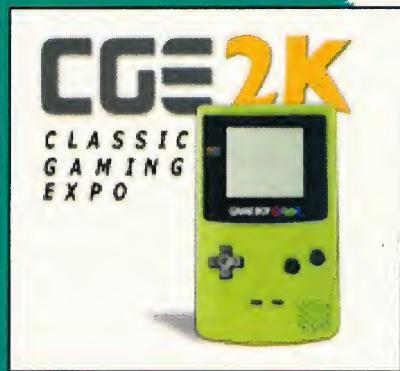
NEWS JUST IN!

It's Gonna Be A Classic...

The Classic Gaming Expo took place at the end of July in Las Vegas. This was a special event where fans of ancient consoles – such as the Jaguar, the 3DO, etc – got together and talked for long periods of time about the 'good old days' of programming. Not a place for us to be? You're wrong! There were an awful lot of developers there, including several who regularly churn out titles for the Game Boy Color. When the subject came up, they all got very excited about the upcoming Game Boy Advance, as apparently they can't wait to get their hands on it!

Triple Whammy!

Konami has announced that they are currently developing three titles for Game Boy Advance. These are *Golf Master*, *Konami Wacky-Racing* and the PlayStation hit *Silent Hill*. Konami has always been amongst the first to test out new machines and it's great to see them supporting Nintendo's new handheld so strongly. All three titles are apparently playable at Spaceworld.



[left] This is a shot of the PlayStation version. For the Game Boy Advance the backgrounds would have to be 2D.

It'll Be Bigger Than The Hula Hoop!

Every time you've looked towards Nintendo for the next big thing, chances are you will have had 'Dolphin' slapped right in your face. And yet the next console to hit the streets is not going to be the fabled Dolphin/Star Cube/Whatever-The-Hell-They-Decide-To-Call-It, but the rather groovy looking Game Boy Advance.

Having been kept under wraps for some time now, the fourth Game Boy console gets its official unveiling at Spaceworld, giving everyone a chance to find out how it

performs and thus estimate just how massive it might turn out to be. Prior to the Spaceworld show, Nintendo had issued a poster that teased us with a tiny glimpse of what the GBA might look like and although none of the designs were confirmed, they do hint at the style of the machine. Forget about the outside though, it's what's inside that counts and on that front the Game Boy Advance promises to deliver!

The graphics are above that of the old non-portable SNES console and the GBA is

far more powerful. How much more? Well the carts go up to a staggering 256MB in size (although most of the early games will be either 64 or 96MB). If those numbers mean nothing to you, then think of it this way: eventually games for the machine will be of the same size as *Zelda 64* – can you imagine it?

Last we heard, most game developers had received the GBA development kits and those we've spoken to are drooling at the mouth in anticipation of what they can do with the new technology.

News is also in of a new *Kirby* game for the Game Boy Advance that uses a 'tilt' cartridge, which means you control the action by physically moving the console. So far it all sounds pretty damn special. But hey, don't just take our word for it, check out these screenshots!



Nintendo And Namco Make Up

Relations between the two big 'Ns' hasn't exactly been great since Nintendo opted to go with the current cartridge format for the N64 (judging by the lack of Namco titles) but that appears to be changing. As well as developing *Tales Of Phantasia* for the Game Boy Color, Namco is apparently now looking for someone to do a port of *Tekken* on the Game Boy Advance!



COMPETITION

WIN...



One Of Five Poké Ball Game Boy Color Carrying Cases!

We've got five deluxe Poké Ball Game Boy Color carrying cases (worth ten whole English pounds each, less a penny) to give away to any 64 MAGAZINE readers that fancy them! These cases are... erm, stitched together with cotton and stuff, have pictures of Ash and various Pokémons on them, and contain enough empty space inside to carry not only your Game Boy Color, but also the odd game and useful accessory! How could you possibly not want one of these?

To win one, simply stick the answer to the following question on a postcard and send it to: It's A Carry Case! Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS, to reach us no later than 5 October 2000.

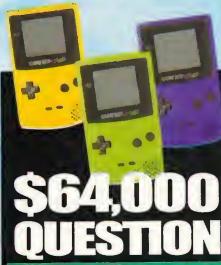
QUESTION: WHAT IS THE POKÉMON GAME BOY COLOR CARRYING CASE DESIGNED TO CARRY?

- A:** Large vegetables
- B:** Game Boy Colors 'n' stuff
- C:** The complete works of Tom Clancy

Turok 3: Shadow of Oblivion

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Passwords
Publisher	Acclaim
Developer	Bit Managers
Game Type	Scrolling beat-'em-up adventure



\$64,000 QUESTION

- ⊕ Easy to get to grips with
- ⊕ Simple and basic
- ⊖ Simple and basic!
- ⊖ Graphics your Amstrad CPC wouldn't envy

Everybody stalk the dinosaur!

What would happen if you crossed *The Land Before Time* with *Rambo*? Well, putting the moral implications to one side, it would be fair to say that you would

end up with *Turok 3* on the Game Boy Color, which plays like a "no thrills" edition of the N64 version. Stripped of the *Doom*-style mayhem it's known for, *Turok 3* limps onto the small screen with gameplay that makes *Pokémon Stadium* seem complicated. Compared to the recent *Tomb Raider* and *Wacky Races* conversions, there seems to be really no excuse for this kind of poorly conceived platform game.

Jurassic Pork

Once again the human race is having a bit of a tiff with the dinosaurs and it's stopping everyone enjoying tea in the park. It's up to your two thumbs to bring an end to the war by shooting a big gun and running in one direction for a long period of time. As far as the gameplay goes, that's pretty much your lot. In between the regular bouts of action you do get to do a bit of driving (and shooting) in either a tank, a speed boat or a car, but these episodes merely serve as a bridge between levels.

Admittedly there are enough levels to keep you going and plenty of weapons to choose from, but these small virtues are undermined by all that is bad about the game. Getting



**"Bring an end to the war
by shooting a big gun!"**

RATING

Graphics



RATING

Gameplay



Audio

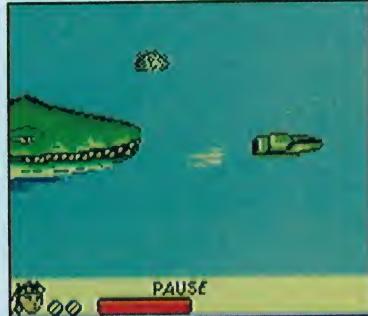


Challenge



50

Soundbite:
Dull, repetitive and not a patch
on the N64 version.



[Above] This is a scene from America's cosiest ram-raiding accidents!



[Above] Who's the daddy now? Come on, I'll take you all on!

through the various stages is extremely irritating due to the constant onslaught of your opponent's legion of heavies. This is especially annoying when the task in the level is to completely destroy a certain number of specific objects and you lose track of what or where you are because you are constantly having to fend off the enemy. Buy it if you want, but consider yourself warned! ■

**OVERALL
SCORE** 

50

Cool Bricks

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Passwords
Publisher	SCI
Developer	Pukka Games
Game Type	Bat 'n' Ball



\$64,000 QUESTION

- ⊕ Incredibly addictive
- ⊕ Top music/sound effects
- ⊕ Well suited to the Game Boy Color
- ⊖ Can get repetitive

Anybody remember Arkanoid?

A long time ago in a galaxy... er, here, there lived an arcade game called *Arkanoid*. Simplicity itself, this game involved using a moveable bat to smash various coloured bricks with a ball. The unique selling point of the game was that every so often one of the bricks released a power-up which affected the bat or the ball in some way and thus added variety to the gameplay.

Why are we burbling on about an old arcade machine you ask? Well it's because *Cool Bricks* – to all intents and purposes – is *Arkanoid*. If there were an *Arkanoid* lookalike contest tomorrow, *Cool Bricks* would win, buttons down.

Now don't get us wrong, we're not being critical here, because a game

that's like *Arkanoid* is no bad thing at all. In fact it's a very, very good thing, providing that it's been implemented properly... and thankfully *Cool Bricks* has been.

Chilly Blocks

The aim of the game is simple: destroy all the bricks on the screen and proceed to the next level. To start with, the ball moves slowly and the bricks are in fairly mundane lines. As you move up through the levels though, the ball starts to move faster and the bricks appear in more and more complex formations, with indestructible blocks making the whole thing more complicated. As you play through, various power-ups drop from some bricks when you smash them. These can



[Above] The L-plate which you see here slows the ball down for all the beginner bat-drivers out there.

"An incredibly enjoyable game – impossible to put down..."



[Above] Catch an alarm clock and the ball gets all sleepy – which stops it moving. This is only really useful if you fancy having a bit of a rest.

[Above] Here the alien has picked up and spewed out multiple balls, one of which has released a rocket power-up. It's all-go around here, you know!



be helpful – like laser guns, missiles, grenade launchers, larger bats or multiple balls – or more of a hindrance, like reversed controls and a stunned bat. You also get alien creatures and flying saucers, which do their best to cause trouble by getting in the way of the ball.

Cool Bricks is an incredibly enjoyable game, which is almost impossible to put down once you've started playing and due to its simplicity, it's extremely well suited to the Game Boy Color. It doesn't require a lot of thought but it's darn good fun! ■

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

90

Soundbite:
Tremendously fun game with balls!

Gold And Glory: The Road To El Dorado



[Below] This is what the game is all about - if you can't find all the pieces of the map then there's no hope of finding El Dorado!



NINFO

Link cable	No
Infrared	Yes
Built in rumble	No
Saves?	Passwords
Publisher	Ubi Soft
Developer	Planet Interactive
Game Type	Platformer



\$64,000 QUESTION

- Easy controls
- No puzzles
- Just another platformer
- Gets very repetitive

A pocketful of gold?

A videogame deal on a big animated Hollywood movie is almost a licence to print money. After all, a well-known hero from the big screen is more likely to sell games than a faceless newcomer. The problem is that most of the time it's used as a blatant cash-in and unfortunately this appears to be the case with Gold And Glory: The Road To El Dorado.

It's not that this game isn't playable because it is, and the controls are nothing to complain about. It's just that the whole game seems a little uninspired - and that's saying something considering it's based on a major film! The puzzles are more or less non-existent and the levels, although

colourful, quickly get boring and repetitive. In fact there's nothing really here which would encourage you to come back to play over time.

Gold To Lead

On the plus side, the controls are easy to use and the basic gameplay is sure to make this a hit with the kids. To try and keep people coming back for more, Planet Interactive has included the chance to play as either Tulio or Miguel (the two major characters in the movie) on each level. Alas this is an opportunity wasted, as they both handle the same and both have the same moves!

Gold And Glory: The Road To El Dorado is enjoyable for a few

"It's just that the whole game seems a little uninspired..."



RATING

Graphics



RATING

Gameplay



Audio



Challenge



OVERALL SCORE

69%

69

Soundbite:

An average platformer which fails to amaze.



[Above] On one of the levels you are pursued by a huge bull which fills up the entire right-hand side of the screen!



[Above] Roll out the barrel... and we'll have a barrel of fun... unless it knocks us flying head over heels that is!

minutes but if you're after a lasting challenge then look elsewhere! The lack of puzzles and variety really does hamper any chance of real enjoyment here. You may be chasing after the gold in this game but all you get is bronze - Gold And Glory: The Road To El Dorado is far from a must buy. ■

Alfred's Adventure

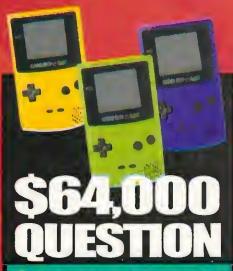


[Left] What's stranger? A midget whale or a chicken with scuba diving gear on?

This chicken sure ain't... er, chicken!

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Passwords
Publisher	SCI
Developer	Mobius Entertainment
Game Type	Platform



\$64,000 QUESTION

- Funky, chunky graphics
- Simple enough gameplay
- Repetitive play
- Music? you could call it that!



It seems that those dastardly Mekka-Chickens are up to no good again. They've captured Billy Egg and are planning to perform all kinds of ungodly cloning experiments on the poor little guy. And due to the fact that Alfred's name is on the box, it's up to him (well... you really) to save the day.

In true platform fashion, you must jump, dive and peck your way through 11 levels of balloon-bursting craziness. To be honest, it doesn't get much more complicated than that, but it is the Game Boy Color after all! Luckily, every now and then the odd level throws a nice surprise at you. One minute you're running away from

a chainsaw-type instrument of doom and the next you're involved in a lovely piece of puzzle solving. The levels themselves are just long enough to sustain interest, and passwords come at the end of each to keep you from sitting in front of that small screen for hours on end.

Run, Chicken, Run!

Alfred's Adventure is well designed and looks rather special, with big, juicy graphics that even those of you with poor sight should enjoy. It's not

shy in the colour department either, with each level erupting with more hues than a B&Q paint chart!

Okay, so it's not the most difficult game ever and if you have nothing better to do you could complete it in a day or two. Then again, that all depends on who's playing it and if you haven't guessed by now, Alfred's antics are probably aimed at the younger gamer rather than your average *Final Fantasy* enthusiast. Still, how many times in your life do you get to say that you have power over chickens? ■

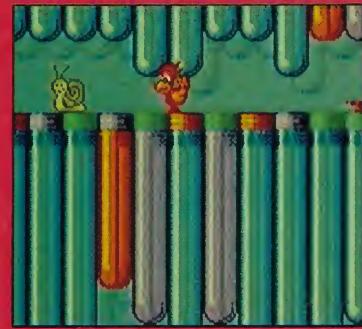
"Looks rather special, with big, juicy graphics..."



[Above] It's the Kentucky Fried Chainsaw Massacre... luckily Alfred's managed to find himself a can of pop!



[Above] A touching sight! A chicken in an eggcup watches over two sleeping clockwork mice - weird or what?



[Above] Hey baby, what's your star sign? Mine's Pyrex don't cha know! (Paul... are you on something? - Roy.)



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

80

Soundbite:
Finger-lickin' good fun!

[Below] Not the time to tell her that her important operation has been cancelled!

[Below] Here is the motley crew that you have to choose from. They are all wanted felons!



Magical Drop

Magic? You could call it that...

Will you be the next *Magical Drop* master? Possibly, but judging by this game it won't be a life-changing event and besides, do you really want to be the master of all balloons? Think of the power! Think of the money! Think of having to dress up like a clown for children's birthday parties and twist said balloons into amusing animal shapes!

Actually, according to the legend (sorry, manual) the *Magical Drop* is a book that, if won in a tournament, grants you the power to make any

dream come true! The tournament itself is a *Tetris*-style puzzle that involves grabbing various coloured balloons from a grid and shoving them into a vertical link of three or more of the same colour. Once that is done, they pop and are replaced by even more of the same.

Up, Up And Away!

To make it a little more interesting you can choose from a range of characters that each have their own strategies and traits. However, unless you get really

good at the game you will probably never know what these traits are, because the manual forgets to include a characters section. Bar the variety of balloon types and special combos, there is nothing here which you haven't seen in other similar releases.

The game can be enjoyable for a while but when you realise that you could be playing for hours with no real end in sight, your interest in becoming the *Magical Drop* master will pop like a balloon. Despite the game's attempts to add something different, most of the time you won't even know when these differences appear because you'll be too busy focusing on the basic grab 'n' stack gameplay. *Magical Drop*? You'll like it... but not a lot! n

"You'll like it... but not a lot!"



RATING

Graphics



RATING

Gameplay



Audio



Challenge



OVERALL SCORE

68

Soundbite:

Balloons burst, points scored, job done!

NINFO

Link cable	Yes
Infrared	No
Built in rumble	No
Saves?	No save facility
Publisher	Swing
Developer	Conspiracy
Game Type	Puzzle



\$64,000 QUESTION

- ⊕ Fast, colourful and very frantic
- ⊕ Print scores on your Game Boy printer!
- ⊖ Standard puzzle game
- ⊖ Doesn't maintain interest too long



LICENSED BY
NINTENDO
© 1999 CONSPIRACY ENTERTAINMENT 2000
CONSPIRACY 1999 1999
MILLENNIUM 1999 1999



[Below] You're just a... 'nother... brick in the wall. That's what happens when you get on Handy Andy's nerves.

OVERALL	
1	Wasterveld
2	Carraher
3	Higgin
4	Hosom
5	Song
6	Heidkopp
7	Hannan
8	Borsig
9	Camara
10	Dowen
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64
MAGAZINE

SIZZLER

[Below] With a tap of the Start button you can kick off an instant replay and control the speed of it with Select.



[Below] If you're lucky enough to get a penalty, you have to judge where to kick the ball with a small speeding dot.



O'Leary Manager 2000

The strenuous sport of football made a little less tiring...

As if the idea of turning a sport into a computer game weren't lazy enough, now you can even play at being a football manager! In O'Leary Manager 2000 you're the bloke who sits in a chair and orders your favourite football team around. How much more distanced could you get from actually running around on a field?

Despite the fact this is a management title you do still get to play the games yourself - which is a good thing. If you want to you can just sit back and handle all the club's finances, tactics, transfers, training and so on. If, on the other hand, you prefer a little more action, you can also opt for the

career mode which lets you go through the game as both manager and player. There's also an option to just play a quick arcade game, and this one allows you to play link-up against a friend. It's actually worth sacrificing a few management options to play the career or arcade modes, as the main footy modes are very enjoyable to play. If any of you are old enough to remember Sensible Soccer, imagine having a hand-held version of that and you get the idea. Those who do will be watering at the mouth right about now and rightly so! The controls are responsive and smooth

OVERALL SCORE 
90

Soundbite:
All the excitement of football in the palm of your hand!

RATING

Graphics



Gameplay



Audio



Challenge



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J	ISS 98	S	Vigilante 8 2nd Off.
K	Jet Force Gemini	Shadowman	W
L	Killer Instinct Gold	Shadow of Empire	WCW Mayhem
M	Lego Racers	Snowboard Kids	WCW Vs NWO Rev
N	Mario 64	South Park	World Cup 98
O	Mario Kart	South Park Rally	WWF Attitude
P	S.W. Rogue Squad	Star Fox	WWF War Zone
Q	SUPER MARIO	Star Wars: Racer	WWF Wrestlemania
R		SW. Rogue Squad	X
S		Star Wars: Racer	Z
T		SW. Rogue Squad	Xena Warrior Princess

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ScoreZone

66

Hurrah! We've had our first ever times in for *Perfect Dark*! A challenge has been laid down to you all by Jon Burrows, all the way over in Queensland, Australia! Another thing worth mentioning this issue is the impressive Jeff and Barry racing times from *Jet Force Gemini*. The person who can step up and take a bow this month, however, is Stephen Hill from Kent who has achieved some mighty impressive times on *Star Wars: Episode One Racer* and *Zelda*. Congratulations Stephen, a steering wheel is on its way to you now – maybe you can even improve your times with it!

Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:
- 64 ScoreZone
64 MAGAZINE
Paragon House
St Peters Road
Bournemouth BH1 2JS
- Include an SAE if you want your photos/videos back.

New Games Needed!

We've had some good scores for *Tony Hawk's* this month but we want to see more! Plus, get those times and scores in the post for *Hydro Thunder*, *Ridge Racer*, *International Track And Field*, *Asteroids 64*, *Resident Evil 2* and *Jeremy McGrath Supercross*. Your country needs you!

Legend Of Zelda

BIGGEST FISH	
24 Pounds	Harris Shackleton, Halifax
24 Pounds	Matthew Thompson, Cookham
24 Pounds	Gareth Haynes, Droitwich
23 Pounds	Leigh Maddox, Cheshunt
23 Pounds	David Park, Hebburn

MARATHON RACE	
1:02	Philip Longhurst, Sudbury
1:02	David Ryan, Derby
1:04	Karl Jobst, Australia
1:03	Mark Nicol, Western Australia
1:06	Matthys ten Ham, The Netherlands

HORSE RACE	
0:46	Mark Nicol, Western Australia
0:46	Michael Tokarz, New South Wales

Donkey Kong 64

RAMBI ARENA	
216	Sean Matthews, Paisley
212	Kris Christopher, Maesteg
202	James Eyre, Leicester
202	Chris Webb, Gloucester
190	Kimmo Kartasalo, Finland

ENGUARDE AREA	
365	Sean Matthews, Paisley
255	James Eyre, Leicestershire
250	Anthony Hooley, Breaston
250	Trent Green, Australia
250	Chris Webb, Gloucester

JETPAC ARCADE GAME	
661910	James Eyre, Leicester
655360	Jeffery Van der Aa, Netherlands
50650	Trent Green, Australia
31060	Anthony Hooley, Breaston

DONKEY KONG ARCADE GAME	
52900	Yiannis Zavros, Cyprus
52400	Chris Webb, Gloucester
30600	John Lamberts, Holland
30500	James Eyre, Leicester
19100	Jeffery Van der Aa, Netherlands

World Driver Championship

ROME B 01:43:04 Bjorn Bem, Wolverhampton

Quake II

CENTRAL COMPLEX	
1:45	Darren Harris, Birmingham
0:58	Thomas Munn, Leicester
0:59	Alexander Cook, Leeds
COMMUNICATIONS CENTRE	
0:47	Darren Harris, Birmingham
0:48	Thomas Munn, Leicester
0:49	Alexander Cook, Leeds
INTELLIGENCE CENTRE	
1:33	Darren Harris, Birmingham
1:37	Alexander Cook, Leeds
1:40	Thomas Munn, Leicester
STROGGS OUTPOST	
0:33	Darren Harris, Birmingham
0:40	Alexander Cook, Leeds
0:45	Thomas Munn, Leicester
DESERT	
0:53:54	Gavin Deadman, Biggin Hill
0:40:27	Chris La Rosa, Hudderton
0:45:18	Chris Dunn, New Leake
0:56:59	Andy Green, Kent
0:05:43	Kuljitz S Athwal, Dundee
STATION	
1:44:58	Ian Lawlor, Churwell
2:06:30	Jon Burrows, Queensland
STATION 2	
2:15:55	Jon Burrows, Queensland
STATION 3	
2:49:41	Jon Burrows, Queensland

Perfect Dark

DATAODYNE CENTRAL	
0:43	Jon Burrows, Queensland
DATAODYNE RESEARCH	
2:08	Jon Burrows, Queensland
DATAODYNE CENTRAL	
1:40	Jon Burrows, Queensland
CARRINGTON VILLA	
1:36	Jon Burrows, Queensland
CHICAGO	
1:28	Jon Burrows, Queensland
G5 BUILDING	
2:39	Jon Burrows, Queensland
AREA 51: INFILTRATION	
1:58	Jon Burrows, Queensland
AREA 51: RESCUE	
2:53	Jon Burrows, Queensland
AREA 51: ESCAPE	
1:50	Jon Burrows, Queensland
AIR BASE	
1:50	Jon Burrows, Queensland

AIR FORCE ONE	
2:10	Jon Burrows, Queensland
CRASH SITE	
2:11	Jon Burrows, Queensland
PELAGIC 2	
2:10	Jon Burrows, Queensland
DEEP SEA	
5:27	Jon Burrows, Queensland
CARRINGTON INSTITUTE	
1:26	Jon Burrows, Queensland
ATTACK SHIP	
3:48	Jon Burrows, Queensland
SKEEDAR RUINS	
2:53	Jon Burrows, Queensland
MR B'S REVENGE	
1:58	Jon Burrows, Queensland
MAIAN SOS	
2:55	Jon Burrows, Queensland
THE DUEL	
0:04	Jon Burrows, Queensland

Tony Hawk's Skateboarding

WAREHOUSE	
7898079	Chris Webb, Gloucester
SCHOOL	
4758731	Chris Webb, Gloucester
SKATEPARK	
4157821	Chris Webb, Gloucester
MALL	
3927417	Chris Webb, Gloucester
DOWNHILL JAM	
1819142	Chris Webb, Gloucester

BURNSIDE	
7298717	Chris Webb, Gloucester
STREETS	
3385784	Chris Webb, Gloucester
2989177	Martin Hurley, St Helens
DOWNTOWN	
1533868	Chris Webb, Gloucester
ROSWELL	
15684647	Chris Webb, Gloucester
14799103	Martin Hurley, St Helens

Star Wars: Episode One Racer

ANDO PRIME CENTRUM	
3:04:033	Stephen Hill, Kent
3:33:629	Darren Harris, Birmingham
3:33:500	Chris Perry, Cambridge
BEODO'S WILD RIDE	
3:04:411	Stephen Hill, Kent
3:34:998	Darren Harris, Birmingham
3:35:652	Chris Perry, Cambridge
BOONTA TRAINING COURSE	
01:53:031	Darren Harris, Birmingham
01:53:851	Luke Sutton, South Australia
01:54:023	Chris Perry, Cambridge
EXECUTIONER	
4:39:014	Stephen Hill, Kent
5:00:653	Darren Harris, Birmingham
5:01:034	Chris Perry, Cambridge
MALASTARE 100	
2:03:049	Stephen Hill, Kent
2:14:014	Darren Harris, Birmingham
2:25:364	Chris Perry, Cambridge
MON GAZZA SPEEDWAY	
0:47:409	Stephen Hill, Kent
0:51:297	Darren Harris, Birmingham
0:55:894	Chris Perry, Cambridge
SCRAPPER'S RUN	
2:26:855	Darren Harris, Birmingham
2:27:602	Chris Perry, Cambridge
2:36:542	Andy Murray, Bournemouth
VENGEANCE	
4:18:857	Darren Harris, Birmingham
4:22:203	Chris Perry, Cambridge
4:59:217	Andy Murray, Bournemouth

Top Gear Rally

COASTLINE	
02:25:83	Gavin Deadman, Biggin Hill
02:34:75	Chris La Rosa, Hudderton
02:37:07	Chris Dunn, New Leake
02:39:50	Kristoffer Thorbjornsen, Scotland
03:40:42	Jason Larosa, Pembroke
STRIP MINE	
02:01:80	Andrew Wetherell, Sandhurst
02:04:20	Chris La Rosa, Hudderton
02:08:76	Michael Tokarz, New South Wales
02:43:03	Chris Dunn, New Leake
02:52:79	Jason Larosa, Pembroke
JUNGLE	
03:24:50	Gavin Deadman, Biggin Hill
03:29:74	Chris La Rosa, Hudderton
03:38:90	Michael Tokarz, New South Wales
04:15:73	Chris Dunn, New Leake
05:10:74	Jason Larosa, Pembroke

Goldeneye

FACILITY - 00 LEVEL!

0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchin, Australia

BYELOMORY DAM

0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester

RUNWAY

0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby
0:25 Matthys ten Ham, The Netherlands

SURFACE 1

0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

BUNKER 1

0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

LAUNCH SILO

0:02 David Ryan, Derby
0:06 Arif Mollah, Rochdale
0:06 James Eyre, Leicester
0:08 Ben Kitchin, Australia
0:09 Luke Sutton, South Australia

FRIGATE

0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

Jet Force Gemini

JEFF AND BARRY RACING TRACK 1

26:88 Daniel Bates, Stoke-On-Trent
27:40 Kimmo Kartasolo, Finland
27:80 Anthony Hooley, Breaston
32:08 Darren Harris, Birmingham

JEFF AND BARRY RACING TRACK 2

37:56 Daniel Bates, Stoke-On-Trent
38:40 Kimmo Kartasolo, Finland
39:88 Anthony Hooley, Breaston
44:04 Darren Harris, Birmingham

Chameleon Twist

JUNGLE LAND

03:11 Luke Sutton, South Australia
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia
49 yellow gems James Ryland, Yandina, Aus
47 yellow gems Robert Gallagher, Soton

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Matthys ten Ham, The Netherlands
00:32:28 Danny Dunn, New Leake
00:32:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

00:16 David Ryan, Derby
00:16 Jon Burrows, Queensland

00:17 Chris Stuart, Peterhead
00:17 Arif Mollah, Rochdale

00:17 Christopher Ryan, Derby

00:17 Matthys ten Ham, The Netherlands
00:17 Andrew Joules, Weston-Super-Mare

00:17 Jon Burrows, Queensland

00:18 Danny Dunn, New Leake

00:18 Karl Jobst, Australia

00:18 Matthys ten Ham, The Netherlands

00:18 Andrew Joules, Weston-Super-Mare

00:18 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

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00:19 Danny Dunn, New Leake

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00:19 Jon Burrows, Queensland

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00:19 Christopher Ryan, Derby

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00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19 Matthys ten Ham, The Netherlands

00:19 Andrew Joules, Weston-Super-Mare

00:19 Jon Burrows, Queensland

00:19 Danny Dunn, New Leake

00:19 Christopher Ryan, Derby

00:19

Starfox/Lylat Wars

OVERALL SCORE

3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2392 kills Andrew Robson, Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Shiford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagedilis, Greece

METEO

397 kills Richard Dunn, New Leake
377 kills Kevin Seene, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

SECTOR X

246 kills Kevin Seene, Bury St Edmunds
244 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland
161 kills Gavin Brennan, Claremorris

KATINA

333 kills Daniel Dunn, New Leake
217 kills Kevin Seene, Bury St Edmunds
215 kills John Lambregts, Holland
214 kills David Ryan, Dublin
192 kills Gavin Brennan, Claremorris

SECTOR Y

187 kills David Ryan, Dublin
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttal, Oldham

SECTOR Z

85 kills Greg Smith, Wamberal

VENOM 2

232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seene, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

AREA 6

448 kills Daniel Dunn, New Leake
447 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seene, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seene, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
1:24 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DEACY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDERRAATH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seene, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester
1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seene, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Party

SHY GUY FLY

0:08:76 Kimmo Kartasolo, Finland
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 1

0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland
0:29:73 Kimmo Kartasolo, Finland

SLOT CAR DERBY 2

0:34:03 Darren Harris, Birmingham
Anthony Hooley, Breaston
0:39:90 Kimmo Kartasolo, Finland

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, South Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Mario Kart 64

LUIGI RACEWAY

0:03:6:91 Arif Mollah, Rochdale
0:04:3:73 Adam Tucker, Great Yarmouth
0:04:6:78 Ben Kitchin, Australia
0:04:8:24 Jon Burrows, Queensland
0:04:8:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

0:15:77 Jeffery Van der Aa, Netherlands
0:16:55 James Eyre, Leicester
0:18:74 Arif Mollah, Rochdale
0:19:26 Adam Tucker, Great Yarmouth
0:20:51 James Altsopp, Alastown

KOOPA TROOPA BEACH

0:10:28:66 Jeffery Van der Aa, Netherlands
0:12:31:77 James Eyre, Leicester
0:13:04:42 Arif Mollah, Rochdale
0:13:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

0:05:23:33 Jeffery Van der Aa, Netherlands
0:05:25:44 Arthur van Dalen, Netherlands
0:06:27:45 Alan Pierce, Salisbury
0:07:27:22 Rob Pierce, Salisbury
0:09:29:57 Danny Dunn, New Leake

MARIO RACEWAY

0:08:80 Arif Mollah, Rochdale
0:09:72 Ben Kitchin, Australia
0:09:77 Adam Tucker, Great Yarmouth
0:09:49:38 David Park, Hebburn
0:09:51:47 Caroline Fawcett, North Horncastle

WARIO STADIUM

0:08:32 Jeffery Van der Aa, Netherlands
0:08:44:34 Arif Mollah, Rochdale
0:09:19:68 Ben Kitchin, Australia
0:09:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
0:01:00:56 Richard Dunn, New Leake
0:01:02:24 Arif Mollah, Rochdale
0:01:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

0:19:75 Jeffery Van der Aa, Netherlands
0:24:91 Arif Mollah, Rochdale
0:26:99 Ben Kitchin, Australia
0:27:79:33 Adam Tucker, Great Yarmouth
0:28:47:33 David Park, Hebburn

KALAMARI DESERT

0:05:07:30 Jeffery Van der Aa, Netherlands

0:05:24:71 Ben Kitchin, Australia
0:05:41:43 Arif Mollah, Rochdale
0:05:49:01 Adam Tucker, Great Yarmouth
0:05:56:65 James Eyre, Leicester

YOSHI VALLEY

0:03:48:83 Stacy Needham, Bicester
0:03:48:88 Aaron Norris, Western Australia
0:03:51:19 Arif Mollah, Rochdale
0:03:57:64 Jeffery Van der Aa, Netherlands
0:01:00:94

RAINBOW ROAD

0:08:87 Ben Kitchin, Australia
0:04:49:22 Adam Tucker, Great Yarmouth
0:04:49:70 Arif Mollah, Rochdale
0:04:57:89 Jamie Eccles, California
0:04:51:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

0:05:23:31 Jeffery Van der Aa, Netherlands
0:05:55:24 Ben Kitchin, Australia
0:05:58:76 Jon Burrows, Queensland
0:01:20:52 Adam Tucker, Great Yarmouth
0:01:47:28 Arthur Van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

0:02:88:81 Arif Mollah, Rochdale
0:02:93:40 Aaron Norris, Western Australia
0:03:12:88 Jeffery Van der Aa, Netherlands
0:03:19:44 Danny Dunn, New Leake
0:03:55:01 Rob Pierce, Salisbury
0:04:14:49 Martin Hurley, St Helens

SHERBET LAND

0:05:05:05 Ben Kitchin, Australia
0:03:58:95 Jon Burrows, Queensland
0:04:11:19 Adam Tucker, Great Yarmouth
0:04:12:24 James Eyre, Leicester
0:04:42:20 Arif Mollah, Rochdale
0:05:16:69 James Eyre, Donington Le Heath
0:05:16:16 Martin Hurley, St Helens

BOWSER'S CASTLE

0:12:59 Jeffery Van der Aa, Netherlands
0:20:90 Adam Tucker, Great Yarmouth
0:24:12 Ben Kitchin, Australia
0:15:58:95 Jon Burrows, Queensland
0:02:02:79 James Eyre, Leicester
0:21:22 Martin Hurley, St Helens

TOAD'S TURNPIKE

0:13:52 Jeffery Van der Aa, Netherlands
0:14:33:33 Arif Mollah, Rochdale
0:14:53:53 Jon Burrows, Queensland
0:14:53:53 Adam Tucker, Great Yarmouth
0:14:53:53 David Park, Hebburn

KALAMARI DESERT

0:05:07:30 Jeffery Van der Aa, Netherlands

Banjo Kazooie

SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Illoki, Australia
0:03:31 Christopher Illoki, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seene, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seene, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland
0:15:02 Kevin Seene, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland

0:08:47 Kevin Seene, Bury St Edmunds
0:09:09:36 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

0:20:52 Jon Burrows, Queensland
0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seene, Bury St Edmunds

RUSTY BUCKET BAY

0:12:18 Jon Burrows, Queensland
0:13:30 Kevin Seene, Bury St Edmunds
0:16:14 Niall Hickey, County Waterford
0:16:47 Ingvar Gunnarsson, Iceland
0:28:38

FREEZEZY PEAK

0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seene, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY

0:11:25 Jon Burrows, Queensland
0:12:44 Niall Hickey, County Waterford
0:14:44 Kevin Seene, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seene, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Beetle Adventure Racing

COVENTRY COVE

4:45:98 Martin Van Duuren, Holland
4:47:70 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:03 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge

MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands
4:47:65 Martin Van Duuren, Holland
4:49:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton

INFERNO ISLE

6:29:06 Martin Van Duuren, Holland
6:33:01 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Ham, The Netherlands
7:00:95 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wyton

SUNSET SANDS

5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:17 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wyton
6:00:96 Jan-Erik Spangberg, Sweden

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
5:50:98 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:70 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton

WICKED WOODS

3:42:02 Jan-Erik Spangberg, Sweden
3:54:11 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton

Micro Machines

THE MAIN COURSE

00:11:90 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND FERN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:33 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:20:58 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:10:10 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:07:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

SCARS

ISLAND

04:45:20 Luke Sutton, South Australia
04:45:48 Luke Kemp, Sevenoaks
04:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:48 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands
0:55:84 Luke Kemp, Sevenoaks

CANYON

0:51:12 Jeffrey Van Der Aa, The Netherlands
0:51:84 Luke Kemp, Sevenoaks

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands

WATER

1:13:36 Luke Kemp, Sevenoaks
04:46:04 Jeffrey Van Der Aa, The Netherlands
04:47:92 Luke Kemp, Sevenoaks

PIPE

1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

0:58:36 Luke Kemp, Sevenoaks
0:59:24 Jeffrey Van Der Aa, The Netherlands

AZTEC

0:47:52 Luke Sutton, South Australia
0:53:32 Luke Kemp, Sevenoaks
0:54:17 Martin Hurley, St Helens
0:59:48 Andy Murray, Bournemouth

TWILIGHT CITY

1:28:48 Adam Tucker, Great Yarmouth
1:44:32 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruidhri Dunn, Enfield
1:48:406 Ross McKinstry, Arbroath
1:50:372 Gavin Deadman, Biggin Hill

SOUTHERN ISLAND

1:00:106 David Ryan, Derby
1:05:87 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

MARINE FORTRESS

1:15:165 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:37:192 Martin Hurley, St Helens

PORT BLUE

1:45:873 Andy Murray, Bournemouth

Wave Racer

SUNNY BEACH

0:55:388 David Ryan, Derby
0:57:863 Adam Tucker, Great Yarmouth
0:59:296 Luke Sutton, South Australia
1:00:782 Alan Dundas, Arbroath

SUNSET BAY

1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

DRAKE LAKE

0:57:965 David Ryan, Derby
1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath

GLACIER COAST

1:19:448 David Ryan, Derby
1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham

PORT BLUE

1:23:733 David Ryan, Derby

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden
00:57 Darren Harris, Birmingham

RENDEZVOUS ON BARKHESH

00:10 Paul Nicholls, Coventry
00:13 Darren Harris, Birmingham
00:19 Richard Dunn, New Leake
00:19 John Brennan, Bicester
00:51 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:08 Karl Jobst, Australia
04:11 Darren Harris, Birmingham
04:30 John Brennan, Bicester

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:36 Paul Nicholls, Coventry

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
05:17 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:26 Karl Jobst, Australia
0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

PRISONS OF KESSEL

07:55 Richard Dunn, New Leake
08:31 Jon Burrows, Queensland
08:47 Darren Harris, Birmingham
09:01 John Brennan, Bicester

BATTLE ABOVE TALORAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:02 Jon Burrows, Queensland
05:04 Karl Jobst, Australia
05:05 Darren Harris, Birmingham
05:11 John Brennan, Bicester

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:00 Paul Nicholls, Coventry
05:00 Karl Jobst, Australia

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:56 Jan-Erik Spangberg, Sweden
01:58 Ben Webster, Millbridge
01:58 Arif Mollah, Rochdale

Scorezone Challenge!

Nobody has quite managed to do the International Track And Field challenge from last month and we still want to see some bleeding thumbs! (Er... though not literally, obviously – Roy.) Set as many world records as you can and drop them in the post to us – the starting pistol has been fired!

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 221!

64 Solutions

Cheat Central



Our sister magazine **64 Solutions** has finally closed after years of supplying N64 gamers with the best cheats and guides for every Nintendo game. It lives on, however, in our new-look Cheat Central! For older tips, try going online and browsing the database of cheats at <http://www.totalgames.net>

Starcraft 64

Some brand new cheats to help keep your head above the stars – may the Force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen, you first need to complete set tasks within the game:

All Research

On episode 2 mission 5 (Zerg) walk Karrigan to the left of the animal cell.

All Upgrades

On episode 1 mission 4 (Terran) find the person in the orange suit.

Extra Resources

On episode 5 mission 7 (Terran) surround the bear at the top of the map

Invincibility

Complete the first three episodes (only makes your units invincible).

Infinite Mana

Finish all of the missions on every episode (56 in total).

No Fog

On episode 4 mission 3 (Protoss) capture the flag to the north of your base.



Turok 2: Seeds Of Evil

With *Turok 3* nearly on the shelves, you might need a little bit of help to get the story up to date.

Cheat Entry

To unlock a lot of the cheats in *Turok 2: Seeds of Evil* all you need to do is enter the right code on the cheat entry screen:

FROOTSTRIPE

Multicoloured enemies.

HOLASTICKBOY

Skinny enemies.

IGOTABFA

Pen and ink mode.

LIGHTSOUT

Blacks out the levels.

ONLYTHEBEST

View credits.

PIPSQUEAK

Small enemies.

STOMPEN

Big hands and feet.

UBERNOODLE

Big head mode.

WHATSATEXTUREMAP

Gouraud shading mode.

Strange Faces

To put some strange faces on the health icons, enter one of the following codes at the cheat menu:

HEERESJUAN

AAHGOO

Juan

Zach

Master Cheat

To unlock all of the cheats and enable a co-operative mode, enter BEWAREOBLIVIONISATHAND on the code entry screen. This will also unlock some extra multiplayer levels, which can be accessed from the pause menu in a deathmatch game.

Invincibility

To get invincibility in the game find any teleporter portal and go through but make sure you don't move once you come out the other side. Now stay in the portal and wait for an enemy to attack. Once your health is down to nothing, step out of the portal and you should be invincible! Be warned though – picking up a health makes you vulnerable again.

Zombie Cheat

If you're having trouble with the zombies on level 2, simply set the blood colour to off. This stops them from hurling body parts at you!



Tony Hawk's Skateboarding

Get the most out of your boarding experience with these new cheats:

Increased Character Stats

To put your player stats way above the normal levels, pause the game then hold L and press C Up, C Left, Left, Up and then Down. The screen shakes to confirm correct entry.

Fast Specials

To increase the speed of the special moves pause the game then hold L and press C Up, Left, C Down, C Down, Up, Down, Right. The screen shakes to confirm correct entry.



Private Carrera

To unlock the hidden skater, Private Carrera, you need to first have unlocked Officer Dick. To do this simply finish the game with any character. Once you have the Officer begin a new game with him and pause the game. Now hold L and press C Left, C Down, C Right, C Down, Up, Right and then Left. The screen shakes to confirm correct entry. Now exit the game and return to the character select screen, where you should find Private Carrera!

Hidden Pictures

To see some hidden pictures of a girl, pause the game, hold L and press C Left, C Down, C Right, C Left, C Down, C Right, C Right. If entered correctly the screen shakes and the picture should appear! To see another picture, hold L again but this time press Down, C Left and then C Up.



Nuclear Strike

If the guide isn't enough to help you save the world, why not try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL

Increased armour.

CPPLM

Invincibility.

BDGFK

Increased damage.



Excitebike 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down, press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA

Mirror mode

MIDNIGHT

Night mode

TRICKSTER

All stunts

PATWELLS

Beat This! mode



Developer Photo

To see a photo of the development team, enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

International Superstar Soccer '98

Make sure you stay on the ball in the prequel to *ISS 2000* with these cheats.

Big Head Mode

When 'Press Start' comes up on the title screen, quickly press C Up, C Up, C Down, C Down, C Right, C Left, C Right, B and then A. Next hold down the Z button and press Start. A sound confirms correct entry.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode, complete the International Cup on difficulty level 4. They include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! However, if the referee cottons on to this he will book you instead of your opponent.



Unlock Bonus Teams

When 'Press Start' comes up on the title screen, quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.



Nuclear

Level One - Delta

Scenario 1 - All Missions

Key

- Fuel
- Armour
- Ammo
- Base
- Early Warning Radar
- Naja
- Helipad



Mission 1: Eliminate Informants

It looks like the evil LeMonde has been gathering inside information on the resistance from a network of spies based in a nearby village. It's your job to destroy the village and stop the leaks.

This first mission is really just a training exercise, and thus is a good chance to get to grips with the controls. Firstly, take out the Early Warning Radars with your missiles – each one is marked on your radar as 'R'. Removing these makes your mission far less troublesome. Then simply destroy all the informants and their back-up. Soldiers, small vehicles, small tanks and lookout points should all fall under the firepower of your chain-gun, so

there's no need to waste the more valuable weaponry here. Some of the informants are hiding inside the buildings, so flush them out by levelling the structures. We don't want to see any dots left on that radar, you hear?

Mission 2: Rescue Naja

Head for point 'N' (the northwest area of the map) and rescue Naja. She's the leader of the rebel resistance group and is therefore crucial to our operations. Expect an ambush the second you land, so take off and let rip with your chain-guns. Now you can take out the other defences. The larger tanks and ground-to-air cannons may need rockets to finish them off. Their firepower batters away at your



armour so use your strafing abilities (via the Z + R buttons) to evade their fire. Remember: if you stay stationary for even a few seconds then you can wave goodbye to your armour.

Mission 3: Supply Warehouse

Naja knows the location of the enemy's supply warehouse, so drop her off at the rebel helipad. It's marked on your map as 'H'. She might take a couple of minutes to collect the details and do her hair!

Apparently, Naja doesn't fully trust you as yet, so she's going to take her chances on a motorbike. It makes your job a lot more complicated but that's the way it has got to be.

The rebel base is now surrounded by soldiers and tanks. Protect Naja, as she's needed for later missions. Use your radar to locate the enemy forces ahead of Naja and take them out before they can fire. Keep your eyes peeled for a rear attack and once you know the location of the warehouse, pick Naja up and return to base.



Strike

Scenario TWO

73



The best way to do this is to follow the right-hand boat first to protect it from the first two or three tanks, and then use your radar to locate the other gunboat. Protect it for a while, and soon the two boats are bound to meet up – they are travelling to the same location, after all. Fly ahead and search out the Early Warning Radars that have been marked on your map. These areas are home to a fair bit of resistance. It looks like you haven't been invited to the party, Commander. That's not on, is it? The gunboats should now be safe and you should notice that two more boats are tagging along. Sorry, we forgot to mention those! Once they too are safe, use your radar to find and destroy any remaining enemies that you've missed.

Mission 3: Extract Elites

A group of Elite Rebel Chopper Pilots have been captured by the enemy and are trapped on several isolated outposts. Fly to point 'P' in the north-east corner of the map and locate the rebel pilots. While you're rescuing them, two tanks move in to attack you. Destroy these armoured annoyances then rescue the pilots. You don't have enough room on board to rescue the others at the moment, so take these four back to the helipad which we have marked as 'H' on your map. Now you can rescue the remaining pilots who are at point 'P', a little east of the helipad. Once again, you are set upon by the enemy, intent on keeping their hostages. This time there are six AMXs to deal with. These are all heavily armoured and it takes three or four rockets accurately targeted at each one to get the message across that they're not welcome. You can only carry four people in your craft, so come back for the remaining two airmen once you've unloaded. Grab these last two airmen and return them to the helipad. Once they're in the air, your job is done.

Key

- Fuel
- Armour
- Ammo
- Base
- Early Warning Radar
- Rebel Pilots
- Helipad



Mission 1: Liberate Town

Naja's troops have come under attack from some tanks. Whilst the troops are fairly well-armed and can thus take care of themselves to a certain extent, human being vs

tank is pushing it a little too far. Take out the small tanks with rockets. The larger tanks have stronger armour, so don't mess around – you're playing with people's lives here! Take them out as quick as possible with your missiles, and remember, Commander: you can't afford to miss!

Mission 2: River Fort

LeMonde's River Fort is one of his main centres of operation. It must be destroyed. However, it is very heavily guarded. Your orders are to help the rebel gunboats to infiltrate the base.

Starting out from the rebel base, follow the two gunboats north and north-east up the river, swiftly removing any and all resistance that you come across. The gunboats can hold their own, just as long as you can hold off the bigger tanks.



Scenario Three

74

Key

- Fuel
- Convoy Entrance
- Ammo
- Base
- Generals
- Helipad



Mission 1: Capture LeMonde's Generals

We've located LeMonde's Field Generals. They've secured themselves inside three fortified villages. These have been marked on your map as 'G'. Your job is to flush them out and grab them.

On this mission try to avoid the enemy at all costs. Only take out the hostiles that are lurking around in the immediate vicinity of the generals and even then, only do so if you find that they are hampering your progress. Basically, it's a case of grab the generals and get out.

The first general can be found in a hanger in the north-east corner of the map. Each general is well guarded, so use extreme caution at all times in order to survive.

The second general is in the south-central area and is even more heavily guarded than the first. Keep an eye on your armour – if a certain enemy is really damaging you, retreat from the fray and come back in from a different angle.

The third general is located a little north of the second general. Grab him and get out. You should be able to get him without much of a confrontation.

Lastly, go to the area on the map that we've marked with an 'X' and clear this sector of any resistance. Trust us, we have acquired some inside information that leads us to believe that this area could be vital in the near future, so you'll be thankful for doing this later!

Mission 2: Jungle Fortress

Naja has been given the job of destroying the Jungle Fortress from the inside. Whatever you



[Above] The convoy is protected by an infestation of tanks. We're not cowards or anything, but we recommend running away!



do though, don't drop off Naja to begin with. First, take out all the ground-to-air cannons, tanks and commandos in the fortress. If you don't do this, Naja won't last more than a few seconds and the mission ends in failure. Once you've cleared the area, drop Naja off at the helipad (it's marked as 'H' on your map) and follow her to the temple. As soon as she enters the temple, enemy trucks start to arrive with dozens of commandos inside. Simply aim at the stairs to the temple and let rip with your chain-guns. Once you have destroyed the commandos, scout out the immediate area for any solitary trucks, as they may still be sneakily concealing a few reserve troops.

Mission 3: LeMonde's Convoy

As we suspected, LeMonde is trying to escape with some nuclear warheads. The trucks that are carrying the load are travelling in a convoy which must pass through the area marked 'X' on the map. The convoy consists of at least six heavily-armoured tanks, three missile-launchers and two cargo trucks. Keep a safe distance away from the convoy so that the tanks don't fire at you and concentrate your fire on the cargo trucks, which are located at the rear of the convoy. Each cargo truck has some serious defence – they're all protected by a missile-launcher, so it's prudent to destroy these too in order to make things go more smoothly. Once you have taken out the cargo trucks, pick up Naja from the Jungle Fortress and return to base. Manage to do this and it's level complete, Commander!



[Above] Oh no! A coconut tree has been taken hostage! And those soldiers have got rubber-rings on!

Level Two - Island

Scenario 1 - All Missions

75

Key

- Fuel
- Armour
- Ammo
- Base
- Supply Cache
- Naja
- Heliport
- Mansion
- ASAT Missile
- Treasure Crate



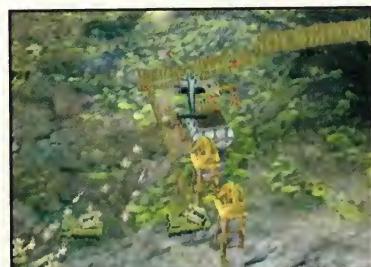
Mission 1: Contact Cash

We could really do with having Cash Harding on our side. Apparently he's Cash by name and cash by nature - we've been in contact with him and now feel that a serious degree of bribery is in order if

we hope to persuade him to lend us his services. Obviously, it wouldn't be at all acceptable to use our own cash reserves on unofficial business such as this, so instead we suggest taking one of LeMonde's treasure crates and using that!

We're afraid to say that we've had to set you down in the middle of the enemy forces. Take them out and destroy their transport, then fly to the south-western corner of the map to find and nab the treasure-crate, which we've marked on the map as

[Right] You would expect ammo-crates to be well protected, but this is ridiculous! Don't you have anything better to do?



[Below] You need to bribe Cash Harding in order to obtain his help. The solution is simple: nab an enemy treasure-crate.



'T'. We believe that it is to be found in an enclosure, together with an ammo crate, and obviously it's protected, so take out all resistance before you attempt to grab it. Pick up the treasure crate and deliver it to Cash Harding's mansion ('M' on the map). Upon delivery, several vehicles start to home in on your location. It seems that they don't want Mr Harding lending us a hand! Dispatch these unwelcome guests and go and pick up Cash.

Mission 2: Stop ASAT Missiles

LeMonde has teamed up with Hwong to take out our Pacific region GPS satellites and they're just about to launch their missile attack! You need to get rid of the missile threat before it's too late. The ASAT missile locations have been identified and are marked on your map as 'M'.

The first can be found on a stranded warship just off the coast of the southeastern island. Use your missile to destroy the ASAT, but be quick though, as it will launch within seconds of the operator spotting you.

The second ASAT is being launched from a submarine to the south of your base - sink it!

The third is being held in a bunker on the northeastern landmass. Drop Cash off at the bunker's helipad (marked as 'H' on the map). Several vehicles come to intercept you, so take them out. In the meantime Cash will reprogram the missile, thus shutting it down. This done, return to base.

Scenario Two

Key

- Fuel
- Armour
- Ammo
- Base
- AF Airfield
- J Junk-ship
- Mine
- Mine Target
- S Enemy Settlement



Mission 1: Octad Airfield

We need to keep hitting Hwong hard while he's down, so you've been given free rein to create as much havoc as possible at the airport.

As soon as you start, head to the south to reach the airfield, which we have marked as 'AF' on the map. Immediately on arriving, take out all of the OH-58 choppers as they lift off, and then drop off Cash at the helipad (marked 'H') next to the bulldozer so that he can take out the other helicopters. Now you just need to destroy every last defensive element on the airfield, and then when Cash has finished doing his bit, pick him up.



Mission 2: Junk Fleet

Hwong is well known for exploiting slave labour and he is trying to get the slaves out via the sea by using his Junk-ships. We obviously don't want to harm the slaves, so destroy the ships before they load up!

Head for the northeastern landmass. We have marked the Junk-ships as 'J' on the map. They are protected by at least one gunboat apiece, so you need to deal with these as well as taking the Junk-ships out with your missiles and rockets. There is one boat tucked away in a southern harbour, while the rest are



along the northern coast. Some soldiers are also concealed in huts in an enclosure, marked 'S' on the map, so destroy the lookout towers and the huts.

Mission 3: Stop Missile Boats

Hwong is attempting to gain a monopoly of the oil market by attacking the various oil shipments of his competitors using his fleet of missile cruisers. Pick up a mine from the building on the south coast of the dry dock and place it on the target at the entrance to the dock. The mines can be found at point 'M' on the map and the mine targets are located at the areas marked with the '+' symbols. Attack one of the docked ships to lure it out of safety and the mine will destroy it. Do this again to destroy another ship. There are two targets in the mouth of the dock. The uppermost target should be used for one of the top two cruisers. The lower of the two targets should be used for one of the bottom two cruisers.

There are now two missile-boats remaining and the mines have all been used up. These boats are very hard to defeat. You need to use missiles and rockets when the boat is not firing at you. Avoid its missiles at all costs by using the 'Z' and 'R' buttons. To complete the mission, you also have to destroy the three large hangers in the dry docks, each of which has a missile truck guarding it.



[Below] Place a mine in the mouth of the dock to wreak havoc among the enemy forces. Oops, sorry – didn't see you there!



Scenario Three

Key

- Fuel
- Armour
- Ammo
- Base
- Training Barracks
- Bomb Component
- Hwong's Depot
- Hwong's Oil-Rig Fortress



Mission 1: Destroy Barracks

We've managed to neutralize nearly all of Hwong's defences. The only threat that remains is represented by the troops in the training centre. You know what to do!

You'll find the training barracks (marked with a 'T' on the map) just to the north of your base. The barracks have four turrets, each protected by chain-guns. These structures are very sturdy and can take a fair number of missile hits. Take care to avoid the enemy turrets' fire – the best way to avoid the guns is to keep flying over them – each time you do this they

[Below] This is Hwong's supply depot. They're all having their lunch at the moment, so we won't disturb them.



take time to re-align their sights. Aside from the turrets, there are four other main structures that you must destroy. Missiles and rockets are the order of the day, as your chain-gun won't even make a dent in them! Don't worry about using all your ammo up though, as you should find that there is plenty of it lying around.

Mission 2: Hwong's Depot

Hwong's supply depot can be found on the central island and it is heavily protected by Scimitars and Warriors, so be careful!



To add salt to the wound, the whole sector is also protected by hilltop radar. The depot can be found at point 'D' on the map, oh... and take care not to destroy the supplies – you'll find that you need them!

To begin with, fly to the northernmost part of the central island and take out the tanks that you find there, using your rockets. Hwong's brother tries to make a run for it at this point, so grab him. Now drop off Cash next to the missile-truck. He puts it to good use by blowing up everything in his path, which should help you out no end. While Cash is busy wreaking havoc, neutralize all the other defences, and destroy any buildings.

Mission 3: Capture Hwong

We've located Hwong's hideaway. He's converted an oil-rig into a fortress and we need to get him out – alive!

The plan is to nab three of Hwong's bomb components. The first is southwest of the supply depot, the second is on the north-eastern island and the third is on the middle of the eastern islands. They're all marked on your map. Each component is only lightly defended – you could practically do this mission with your eyes closed, however we'd rather that you didn't. Drop the completed bomb onto the oil-rig fortress, which we've marked as 'O' on the map. Once his hideaway has been destroyed, Hwong tries to escape in his gunboat. Follow him at a safe distance – if you get too close then he starts shooting. When he clammers ashore, grab him. Now return to base.

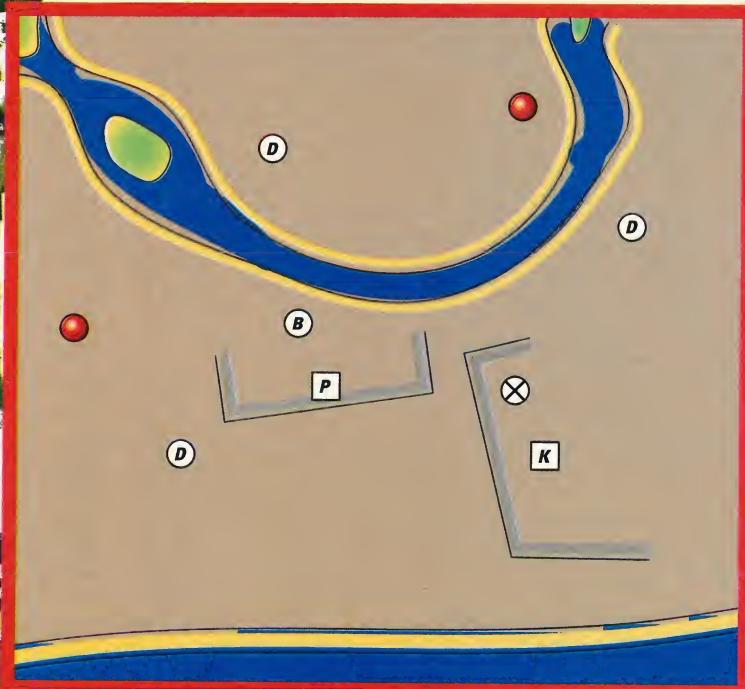
Level Three – Peace

Scenario 1 – All Missions

78

Key

- Fuel
- Kym's Palace
- ⊗ Ammo
- Base
- Pyongyang Conference Centre
- Detention Centres



Mission 1: Rescue Sirok Agents

Getting info out of Hwong is like trying to get blood out of a stone. However, our experts have finally managed to get something useful. This information points to the peace conference in Korea. On further investigation, we've discovered that three SIROK agents have been captured for interrogation. You need to get them out of there!

Unfortunately we've only been able to get hold of a local military chopper. Its weaponry and handling are far inferior to that of your usual machine, but then you've always relished a challenge, right? Even considering your skills, we recommend avoiding

direct confrontation wherever possible. The agents in question are being held in three detention centres, which have been marked as 'D' on the map. The first can be found to the south-west of your base-camp. Attack the building in order to flush out the interrogators. The SIROK agent is the figure who flees into the corner. Pick him up and get out fast. The second detention centre is north of your base and the third is to the north-east. In both instances, attack the buildings to flush everyone out into the open, and then when you see the agent, grab him and clear out. You shouldn't need to open fire on anyone on the ground so there shouldn't be any unfortunate 'friendly fire' episodes.

Mission 2: Stop Military Transports

We've figured it out! President Kym is going to attempt to kidnap the foreign dignitaries



at the peace conference. There are four military transports on their way there right now. You need to destroy them before they get to the peace conference, which has been marked as 'P' on your map.

Use your radar to locate the APCs. Follow the first one along the road for a while – you'll notice that its armour is in a different league to your feeble armaments. This means that you need to come up with another way of dispatching it aside from an all-out assault. Maybe you can knock a power-line pylon down onto it...

The second of the APCs is nearly at the conference already! Chuck some tear-gas at it to slow it down then use the time that this buys you to throw as much firepower at it as you can.

The third APC is equally as tough as the first one you hit but the tactics that worked on the first one should work again this time around – crush that mutha!

You'll find that the fourth APC has already entered the conference perimeter. You now have a choice of methods for dispatching it, but whichever one you choose, do it quickly! Either knock a pylon onto the hostile or place a barricade in its way. This gives the APC no choice but to go on a long detour, thus giving you more time to hammer it. Remove the last APC from the equation and it's victory to the good guys! The dignitaries are safe for now.



[Above] This APC truck is on its way to disrupt the peace conference – the git!



Scenario TWO

79

Key

- Fuel
- Armour
- Ammo
- Base
- P Pyongyang Conference Centre
- V French Frigate Vessel
- K Kym's Palace



[Right] You know that whenever things start to get quiet, all is not well. Watch out for ambushes!

[Below] A French frigate is waiting for the bus-load of officials. Don't disappoint those cheerful sailors!



Mission 1: Escort Bus

We're afraid that interfering with the President's plans has caused an awful lot of bad feeling. So much so, in fact, that a nuclear device has been planted in the conference centre! We must get the dignitaries out of the city before it's too late!



Our covert teams, headed by Andrea, have managed to get the dignitaries onto a bus just to the south of the conference. The location of the bus is marked on your map. The bus has to travel to another part of the city in order to pick up some more dignitaries then it's going to make its way to a French frigate, which is waiting to pick everyone up.

We've kept this all very quiet, so you shouldn't encounter much resistance. Some tanks and soldiers are about all that is in the area. Remove any barricades that you come across, because the driver will choose the quickest route. Once the bus has

picked up the second party of dignitaries, the enemy will know what's going on and you can expect an ambush just past the petrol station. The frigate is located at a point just past the palace walls and is on your map as 'V'. Once the bus has made it to safety, pick up Andrea.

Mission 2: Cover Airlift

It was getting far too dangerous to send the bus in again, so we're sending in two Chinooks to get the remaining dignitaries out. We know that the area is very well-guarded following our last mission, so it's down to you to provide cover. The two Chinooks will show up on your radar and they arrive a few minutes apart. Expect heavy resistance the second that the Chinooks land. Cover them well and take care not to shoot our guys! There are some tanks concealed behind the buildings, so keep your eyes open and your trigger finger ready. Escort the Chinooks to safety and return to base.

[Below] Allied Chinooks fly in to save the remaining officials – wohey the lads!



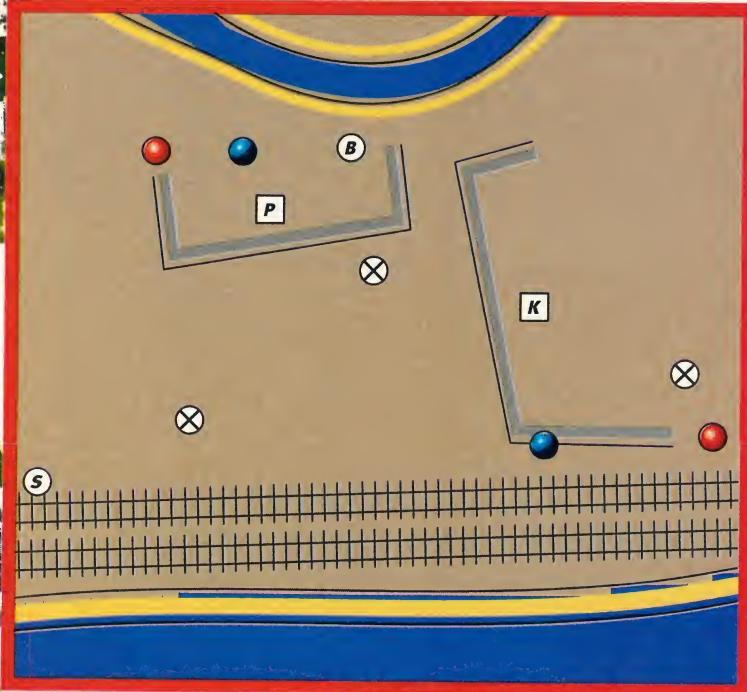
[Below] Once the Chinook is safely in the air, groups of soldiers and tanks attack you – wipe 'em out!



Scenario Three

Key

- Fuel
- Armour
- Ammo
- Base
- P Pyongyং Conference Centre
- S Train Station
- K Kym's Palace



Mission 1: Escort Diplomats

It turns out that there were too many people for us to airlift out and the nuke detonation is imminent! The only way to get the remaining friendlies out in time now is by train. We've managed to secure an engine and some carriages. Andrea is going to travel with them and needs to be dropped off at the station (marked 'S'), which is at the south-west corner of the map. Before you do this though, fly along the railway lines and clear the surrounding areas of any resistance.

Now drop Andrea at the station and wait for the train to get going. You need to stick close by the train at all times. The suspect collision that occurs next to you is unavoidable. It

may take out the rear carriages but don't worry – all the diplomats are in the front carriage. Of course it's not all plain-sailing: Kym is sending a rogue engine on a collision course with your train! Fly ahead and hit the points switch by the rails to send the runaway engine onto a different track, and then stay with our train until it has reached safety.

Mission 2: Destroy Kym's Palace

We've found the opening that we need. All of Kym's forces have gathered at the palace for an all-out attack on the

[Below] This is in fact a train station, and not a haunted house. Just in case you were wondering.



[Below] You must hit the switch to move the tracks. It's the only way to avoid a terrible head-on collision.



demilitarized-zone. It's up to you to rain on their parade!

The palace is marked on your map as 'P'. Make your way there and take out all of the troops. This takes about ten seconds, assuming your aim isn't totally rubbish. Once the troops are gone, concentrate your fire on the palace itself. Destroying the palace annoys the enemy quite a bit but that doesn't matter, as by now they only have a couple of tanks left. Chuck as many missiles and rockets as you have at the palace. Raze it to the ground and laugh heartily as Kym's empire is reduced to nothing!



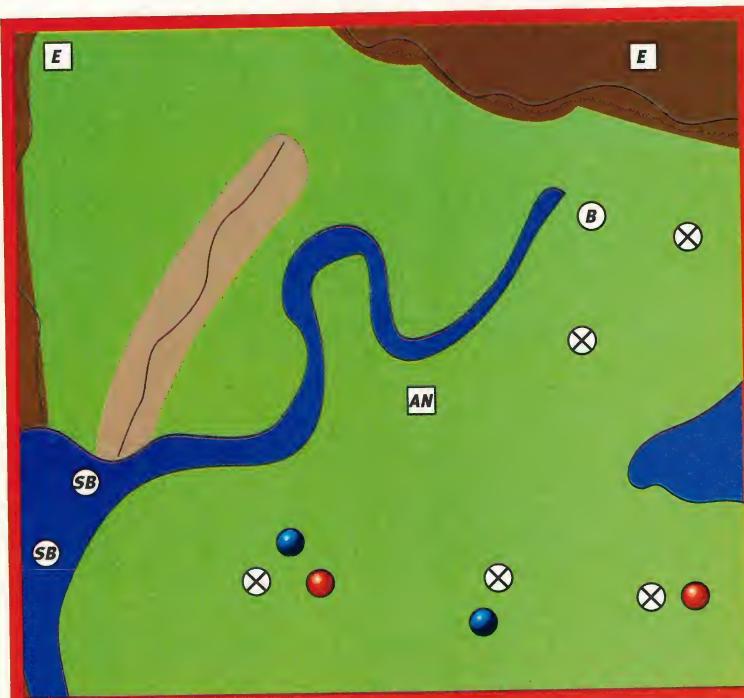
Level Four - DMZ

Scenario 1 - All Missions

81

Key

- Fuel
- Armour
- Ammo
- Base
- E Enemy Base
- SB Submarine
- AN Andrea



You should be able to locate our troops by using your radar. Fly to their location and give them a wake-up call by hovering briefly over their barracks. Take out any resistance you encounter from the bad guys. Keep watching your map for any new enemy troops. Once you have roared all of our boys, concentrate your fire on their bases. They are marked on your map as 'E' and are now high-priority enemy holdings. Remove the lookout towers and any other enemies that bother you. Work swiftly, otherwise the sector gets over-run by the enemy.

When the order comes, head south-west to the inlet. Submarines have surfaced here and are marked as an 'S' on the map. Destroy the submarines and the troops that they have just landed.

Your main priority now is to keep an eye on your map and help out our troops – it's fire-fighting time! If a certain area is becoming over-run, then get there and help out. If all of our troops are destroyed, then the battle is lost! Try to hang in there until your back-up turns up. When the air-strike arrives, return to base.



[Below] Here we can see a badly shot-up allied plane. Unfortunately, all the pilots are dead so it's actually no use whatsoever.

Mission 1: Collect Andrea

We're in the heart of the demilitarized zone now. Demilitarized zone? What is that? Sounds like something out of the Wizard Of Oz! Er... anyway, some of our troops are here as well, so watch your trigger finger; our guys are under enough pressure without having to worry about getting shot by mistake!

We don't need to cause any trouble just yet, so to begin with avoid flying into North Korean airspace. You start this mission in an enemy enclosure, so take out their communication towers as a way of saying "hello"! Andrea needs to be picked up and

you can find her at point 'AN' on your map. This is essentially a simple honest-to-goodness rescue mission. You don't even need to fire at anyone! Just let them stew, rescue Andrea and get the hell out of Dodge.

Mission 2: Main Battlefield

The Korean People's Army is on its way for a full-scale attack on our forces. They are carrying some fairly heavy weaponry, so this is going to be a tough mission.



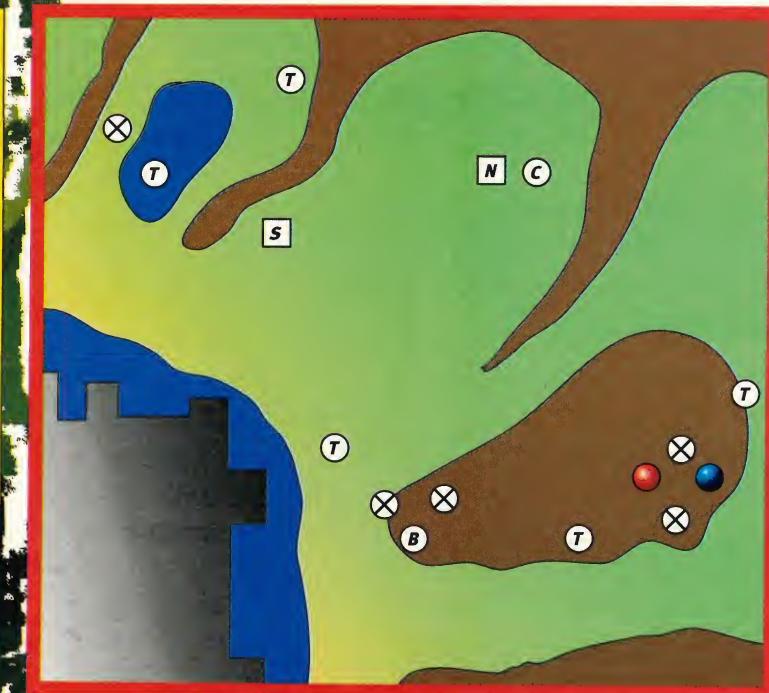
Level Five - Fortress

Scenario 1 - All Missions

82

Key

- Fuel
- Armour
- Ammo
- Base
- Cash
- Radar Tower
- Radar Station
- Naja



Mission 1: Protect Agents

The worst case scenario has just arisen. We've tracked LeMonde down to a Siberian missile silo, and he has nuclear weapons!

As you well know, Naja and Cash are already in there doing their bit. They've just radioed in and they are under attack from a group of mercenaries. They'll show up on your map as 'C' and 'N'. Get in there and cover them while they get to a safe airlift location. Get into the advanced chopper that they lead

you to and prepare yourself for the rigours of the next mission.

Mission 2: Destroy Radar Towers

Routine stuff, this! You will find six radar towers on your map, each marked by a 'T'. Each one is hidden inside a building and is protected by a minimum of four gun-turrets. Take out the gun-turrets, then concentrate your fire on the building to reduce it to rubble. Finally, take out all six of the radar towers.

[Below] These armoured temples conceal the radar dishes which you need to destroy.



[Below] Huzzah! Let Naja and Cash loose on this building and you can unveil a brand new chopper!



Mission 3: Assist Hack

Hack has managed to infiltrate the enemy's defence-grid. We need you to buy him some time so that he can finish up. The radar station that he is working in can be found on your map at point 'S'. It is vital that you stop the tanks from killing him. Be very careful not to hit the station that Hack occupies though, because it's not very robust!

[Below] The perimeter guns are thorough in their work. Don't hang around too long or you'll be toast!



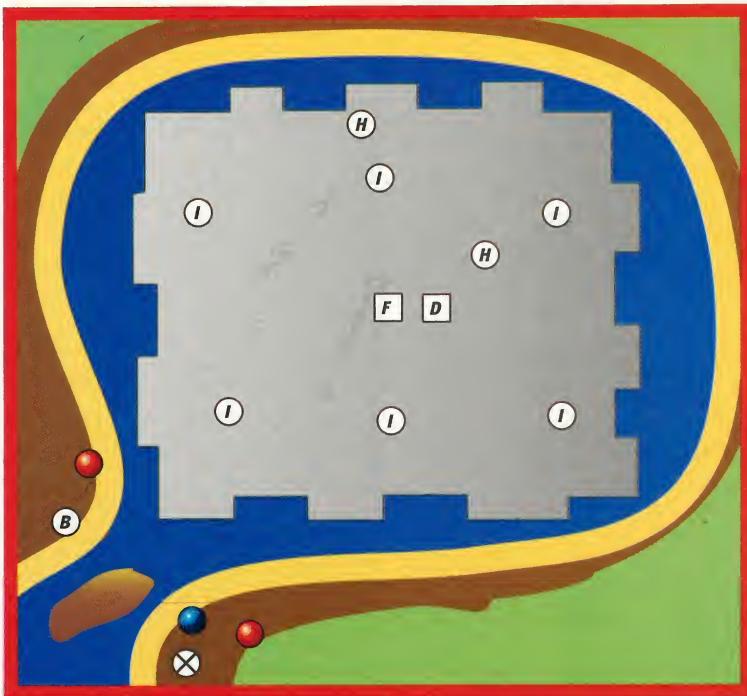
[Below] Naja and Cash seem very secretive. If we weren't in this damned helicopter maybe we would be able to hear what they were saying!



Scenario Two

Key

- Fuel
- Armour
- Ammo
- Base
- Fortress
- Launch Device
- Heliport
- ICBM Silo



Cash and destroy them all, and then go and pick up Cash from where you dropped him off.

Mission 3: Destroy ICBMs

We've located six ICBM silos, each holding a nuclear missile that is targeting a major city. They are ready to launch. Each nuke takes a fair number of missiles and rockets to destroy it, so stock up well before taking on each silo. There are a lot of supplies on this level that don't show up on radar. You can find them by destroying the cargo trucks that are dotted about the level. After mission two, more supplies will be dropped off for you. Use your radar to find them.

Each missile silo is marked on the map as 'I'. For each one, drop Naja off at the silo's helipad so that she can expose the missile. Naja is needed for every silo, so pick her up as soon as the nuke is exposed. Chuck missiles, rockets and chain-gun fire for as long as it takes to destroy the ICBMs. Each silo is protected by tanks and missile launchers. These should only be taken out once the nuke itself is history. Destroy all the ICBMs and stock up on the recently-dropped supplies.

LeMonde is playing his final card: the Shiva's Dagger missile. The launch device is on its way to the launch-site. Get to the launch-device (marked as 'D') and hammer it with missiles and rockets.

Succeed and it's time for congratulations, Commander! We've finally finished LeMonde – he's being picked up by our men right now. Now we can talk about that vacation!

Mission 1: Locate and Destroy EMP Radars

Hack, the little genius, has managed to disable LeMonde's perimeter defenses! This is our one and only chance to get LeMonde.

First things first though: there are six Electro-Magnetic Pulse Radars in the area. They are disabling your weapons systems, so they must be taken out!

Fly north along the border, avoiding any enemies. Alert any friendly troops that you come across. Take out the RAZORS on the walls and drop off Naja at the northern helipad (marked on the map as 'H'). Follow her and protect her while she locates the hidden radars. There are enemy troops everywhere, so be extremely

thorough. A couple of well aimed shots from the bad guys and Naja will be history. The troops that you alerted turn up to help you along the way. Don't take it for granted that they will take out the enemies that they are battling with though, as half the time they will lose. Destroy all the radars and pick up Naja.

Mission 2: Disable Guardians

Five huge Guardian Guns were disabled by Hack. Unfortunately, when disabled the guns close up and cannot be destroyed. Drop Cash off at the second helipad (marked as 'H') so that he can open up the guns. Destroy them to give our troops a better chance. Four rockets and four missiles should be enough to blow up each one. Use the same tactics as for the gun-turrets: fly over them to force them to reset their sights. Follow

[Below] These huge wall-mounted guns are incredibly powerful. Don't give them a chance to lock onto you.



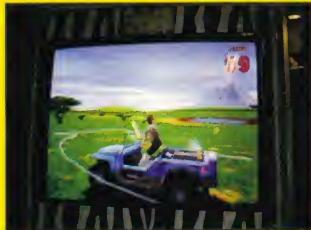
64 At the Arcades

84

Another month, another excuse to nip out of the office to indulge in a bit of coin slot-aided enjoyment. Once again we hurried down the road, like a bunch of naughty schoolboys who'd skipped science class, and headed off to our nearest Sega Park to try out the latest in arcade technical trickery! This time around we got a little bit trigger happy, put on our dancing slippers, donned a crash helmet and rounded up a rhino or ten – all under the same roof! How, you ask? Here's how, you inquisitive bunch of monkeys!

JAMBO SAFARI

Lurking in one of the corners of the park we discovered this intriguing new game. Bringing out the hunter in you, *Jambo Safari* lets you jump into a jeep, hunt down a wild animal and lasso it so that you can score points. Think *Crazy Taxi* with elephants! Chandra turned out to be quite the little hunter, bagging himself a fair few big game animals. Paul, on the other hand, looked as though he didn't quite get the point of it all, the end result being that he thought it was a "Wish You Were Here" with Judith Chalmers" simulation! Weird, but fun.



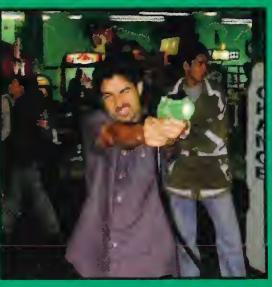
CLASSIC GAME: SILENT SCOPE

Okay, so it's not a classic in the traditional sense (because it's not really that old) but it's still a damn fine piece of bullet-ridden fun to us. Taking out the enemy with sniper precision, aiming for the head, protecting the president – it's a tough job, but it's all in a day's work for the gang at 64 MAGAZINE.



QUICK AND CRASH

A whisper circulates, the townsfolk get worried... suddenly the streets of Bournemouth become less crowded as people run back to their homes. An itchy trigger finger gently caresses the barrel of a gun, the hand pulls the gun from its holster, takes aim and BANG – Roy shoots a tiny target at the back of the screen. He looks pleased... well, he would wouldn't he? A change from the norm, *Quick and Crash* uses a light-gun to blast a real moving target within a simulated firing range. You get a total of 20 shots to complete the four levels and the last one lets you shatter a cup into a million bits. Yes, really! As we've said already, Roy was very pleased with himself. Mr Kiss Kiss Bang Bang indeed!





DANCING STAGE EUROMIX

Take your partner by the hand, make an arse of yourself in front of those who stand around! One, two, three and stamp your feet, act real daft and then claim defeat! This is definitely one of those games that you can either be very good at and wow the passers by with or, like us, look like a bunch of mid-life crisis fathers dancing to Britney Spears at someone's birthday party! Pick a song (worryingly, Roy chose a Boyzone number with positive relish) and then move your feet on the arrow pads below you in time with the beat. Eerily, Russell turned out to be quite the diva at this game! Funky, tiring and probably the only bit of proper exercise any of us had had in the past month! Despite the embarrassment factor, this game was easily our favourite this month.



STAR WARS: POD RACER

Possibly the best bit in the whole *Star Wars Episode One* movie has been transformed into an arcade adventure of trembling excitement. You get to sit in the pod and control it just like that Milky Bar kid (sorry – Anakin) did in the film, by moving the control bars left and right. Totally immersing ourselves into the environment, we felt as if we were there on Tatooine, zooming and buzzing around the track, dodging the opposing racers and striving to save the galaxy (er... or something). The only way to have made this game any better would be if you had Jar Jar Binks tied to the track, and it let you score extra points for running the swine over!



How To Find 'Em...

There are Sega Parks all over the country – check out this list for the one nearest to you!

SEGA PARK
Hamleys Metropolis
189-196 Regent Street
London
(0207) 494 2000

SEGA DOME
Oriental Shopping City
Edgware Road
London
(0208) 200 5751

SEGA PARK
Hilton Hotel
Westover Road
Bournemouth
(01202) 316 396

SEGA PARK
Strykers Pleasure Bowl
River Drive
Tamworth
(01827) 68448

SEGA PARK
Units 70-74
The Harvey Centre
Harlow
(01279) 425 741

SEGA PARK
Bargate Shopping
Centre
East Bargate
Southampton
(023) 8022 5067

SEGA PARK
88-96 High Road
Woodgreen
London
(0208) 888 3129

PLANET SEGA
Queens Ice Bowl
155 Queens Court
Queensway
London
(0207) 229 0172/
Ex.5207

SEGA PARK
Eastgate Shopping
Centre
Basildon
Essex
(01268) 293 207

**THE LEISURE
EXCHANGE**
St Botolphs House
138-139 Houndsditch
London
(0207) 623 2782

**THE LEISURE
EXCHANGE**
365 Station Road
Harrow
Middlesex
(0208) 863 7846

notninter

Welcome to the Not Nintendo section of 64 MAGAZINE, where we cover anything and everything that we think is cool but which just doesn't have a whole lot to do with the N64! This issue we're particularly impressed with the meaty Desert Eagle BB gun, the Homer Simpson inflatable clock and the Bagpuss beanie. What do you mean you've never heard of Bagpuss?

Go

This is one of those weird movies that either achieves cult status and huge critical acclaim or just flops. It's not a traditional mainstream 'Hollywood blockbuster', instead it follows a short period in the life of a small group of American kids who all have some very bad luck. When *Go* hit the cinemas the critics raved about it and if you were 'in', then you saw it and you loved it. It's actually not that bad, but then it's not the world's most earth-shattering pic ever either... although it has got *Dawson's Creek* star Katie Holmes in it, which is more than enough reason to pick up a copy! Available from 19 September from Columbia TriStar Home Video, RRP £13.99.

FROM THE DIRECTOR OF "SWINGERS"
90
WILLIAM Fichtner
KATIE HOLMES
JAY MOHR
SARAH POLLEY
SCOTT WOLF

a weekend wasted
is never a
wasted weekend

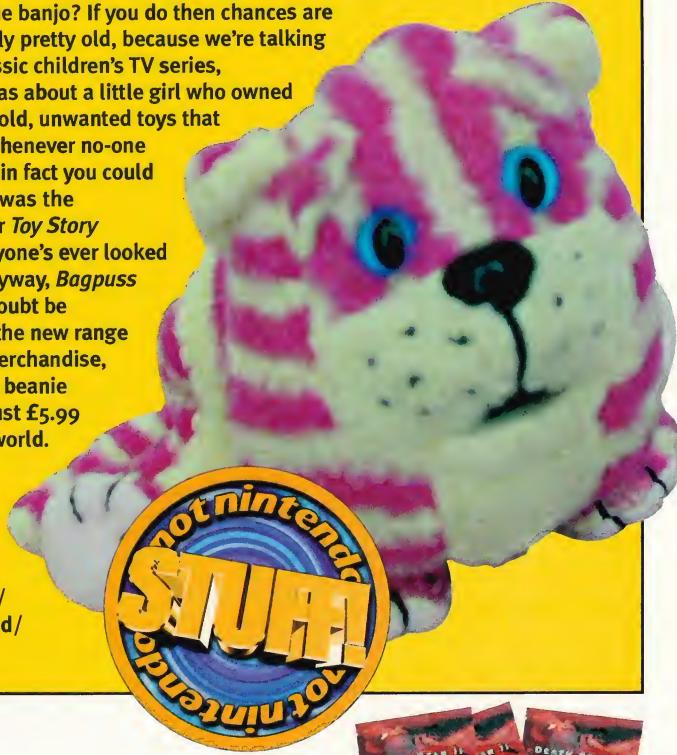
COLINNA TRISTAR
HOME VIDEO

18

Bagpuss Beanie

Remember Professor Yaffle? The mice that lived in a clock? The toad that played the banjo? If you do then chances are you're probably pretty old, because we're talking about the classic children's TV series, *Bagpuss*. It was about a little girl who owned a shop full of old, unwanted toys that came to life whenever no-one was around... in fact you could almost say it was the inspiration for *Toy Story* (wonder if anyone's ever looked into that?) Anyway, *Bagpuss* fans will no doubt be delighted by the new range of *Bagpuss* merchandise, including this beanie which costs just £5.99 from Wonderworld.

Get them on (01202) 394918 or visit their website at www.line.net/~wonderworld/index.htm.



Star Wars Trading Cards

Forget Pokémon trading cards... er... unless you really, really like them, in which case carry on. If you're a bit tired of 'catching them all' though and fancy collecting some other cardboard-based product, then how about these Star Wars Death Star II Customizable card game cards? At only £2.50 they're a definite must for all *Star Wars* and trading cards fans and you can get 'em from Wonderworld on (01202) 394918.



not nintendo



Starball Basketball

Everyone loves playing basketball, right? Well, all right, some people do anyway. But you know what? It's really difficult to play basketball in the dark! Or at least it used to be! With the Starball Basketball you can now play one-on-one against your mates in pitch black! This is thanks to the Starball's unique 'flashy-light system'™ which activates when the ball strikes something, and lets you see it in zero visibility. What will they think of next? Phone (01803) 201972 for stockists, RRP £9.99.



Movie Maniacs



Hey Sidney, do you like scary movies? Er... well if you do then you'll probably be familiar with the irrepressible supernatural serial killers Jason Voorhees and Freddy Krueger from the *Friday the 13th* and *A Nightmare On Elm Street* movies respectively. If horror movies are your bag (baby), then you might be interested in the Movie Maniacs collectors series. Each set contains two famous movie killers (in this case Jason and Freddy) ensconced in a special gift box. The sets are available from Wonderworld at

www.line.net/~wonderworld/index.htm. Stick one in your bedroom and give yourself nightmares!



Homer Simpson Inflatable Clock

If you're a *Simpsons* fan then we've got yet another gadget for you - a Homer Simpson Inflatable clock! Yes, that's right, we did say inflatable! That means that if you're unfortunate enough to have your bedroom flooded, you'll be able to tell the time when you're treadng water awaiting rescue! The Homer Clock, with tasteful inflatable doughnut surround costs £7.99. Phone (0870) 5168194 for stockists.



Soft Air Desert Eagle BB Gun

Back in Issue 41 we brought you the BB version of ooy's new gun, the Walther P99. Apparently the suppliers got a fantastic response from 64 MAGAZINE readers who all fancied themselves as the next James Bond, so they've given us a new BB gun to stick in the Not Nintendo section, which - we have to admit - is a



fairly serious piece of kit. Forget compact handguns, the Desert Eagle is more the sort of hand-cannon you'd associate with that king of the one liners, Duke Nukem. It's big, it's heavy and it's powerful, with a fire-rate of... erm, one BB pellet every time you cock it.

We'd like to make it clear though that, like the P99, while the Soft Air Desert Eagle is obviously a replica gun and not a real one (in that it fires small plastic balls not large metal bullets). It is nevertheless still firing things and - while not really any more dangerous than your average spud gun - if you mistreat it, accidents may happen. So if you're under 18 please explain to your parents exactly what they're ordering before they write you a cheque for it! After all, they're adults and thus it's not fair to expect them to realise that a gun which fires projectiles is in fact... a gun which fires projectiles! These and other soft air guns are available from Wonderworld in Bournemouth. Give 'em a bell on (01202) 394918!



NOT NINTENDO!

Skyball

88

Okay, don't scoff. We know what you're thinking: 'It's a bloomin' bat and ball!' And we have to come clean – it is! However, the Starball from TCL is actually incredibly addictive! Honest! We got a few in the office and after the initial 'I used to have one of those when I was three' and 'wow, advanced technology' quips that you'd pretty-much expect, a few people decided to give them a try 'just for a laugh' –

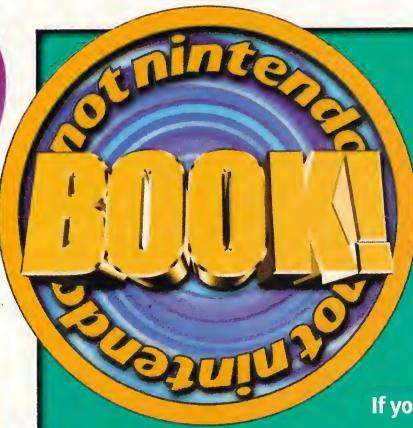
and two hours later they were still playing with them! The bat, with two balls, some spare cord and a trick book (we kid you not), costs just £6.99. Available in all good toy stores now.



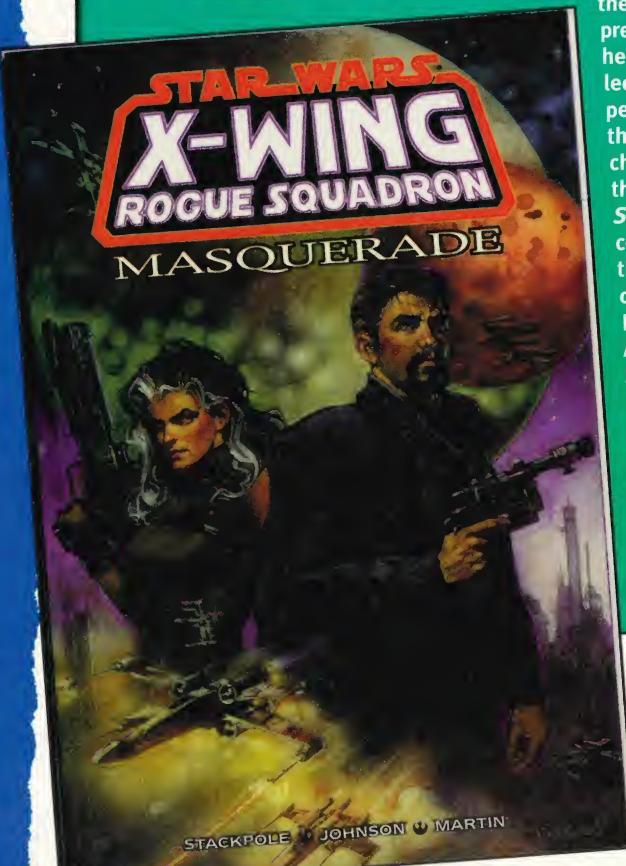
Now I bet none of you out there ever thought that the frisbee could ever be improved, did you? Thought not. Well someone's gone and done it! The Elec-Frisbee is a frisbee (obviously) with the cunning addition of sound and light, so now not only can you break valuable ornaments in your friend's house

when you lob it across their living room, but you can keep their aging grandma who lives in the attic awake while you do it! The Elec-Frisbee also has comfy foam padding, which is useful if someone hits you in the mouth with it. Available now from various toy shop-type places. Find the nearest one to you by calling (01803) 201972. RRP: £4.99.

Elec-Frisbee

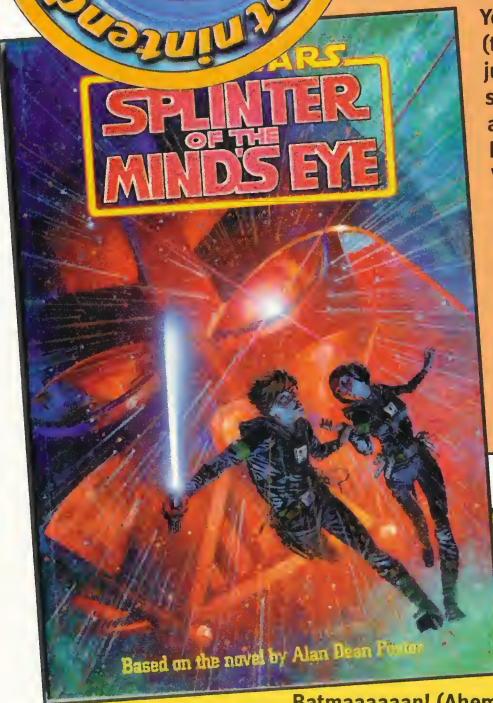
K-Wing
Rogue
Squadron:
Masquerade

If you've seen the original *Star Wars* movies (not the slightly less-decent prequel) then you'll have heard of Rogue Squadron, led by Wedge Antilles, the person best known for being the only minor *Star Wars* character to survive all three movies. The *Rogue Squadron* graphic novels continue the adventures of the intrepid X-Wing pilots during and after the *Star Wars* movies. In *Masquerade*, Rogue Squadron come under threat from desperate members of the old Empire and, surprisingly, don't get to fly around very much. Definitely one for *Star Wars* fans though. Available now at £9.99 from Titan.



Star Wars: Splinter Of The Mind's Eye

Yet another *Star Wars* graphic novel (they just keep coming), this one is set just after *Star Wars: A New Hope* and sees Luke Skywalker coming up once again against his nemesis with the husky voice, Darth "Call me Dad" Vader. It's all got something to do with a strange crystal that grants an individual immeasurable control of the Force and, of course, Mr Vader's quite keen to get it. There's a lot of story in this book and hence a lot of text to read (for a graphic novel) but it's yet another for all 'Force' fans out there. Get it now from Titan books, priced £9.99.



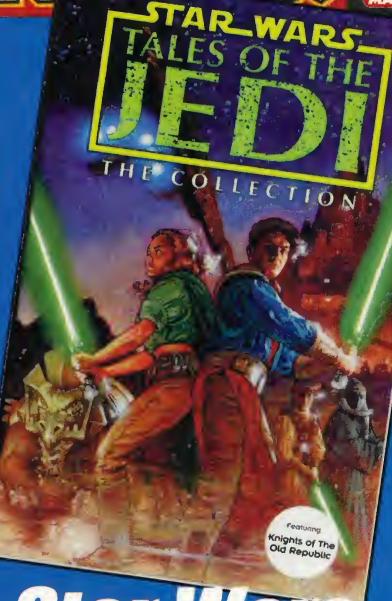
Based on the novel by Alan Dean Foster

Batman Black And White

Dinner dinner, dinner dinner...

Batmaaaaaa! (Ahem.) If you like your graphic novels in full colour then this one'll come as a bit of a shock. *Batman: Black & White* is described as a

'homage to the graphic storytelling from the early days of comics' and it's a collection of new short stories depicted in the art styles of the very first *Batman* comics. The stories and the art are gritty and gripping and this is definitely worth a look. Don't let the monochrome put you off. Out now, priced £12.99, from Titan Books.



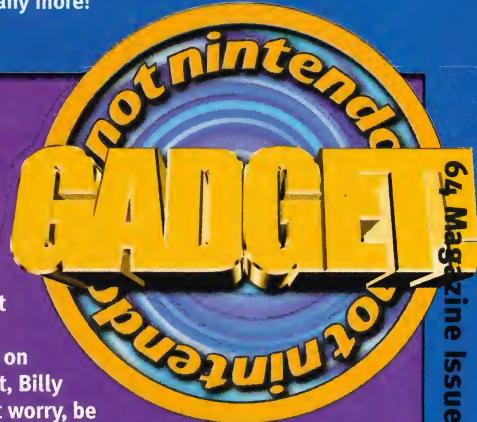
Star Wars: Tales Of The Jedi: The Collection

If you're like Roy and have always been fascinated by the Jedi Knights in *Star Wars* (just call me 'Obi-Roy' – Roy) then you're quite obviously a bit sad (OY! – Roy). Anyway, this graphic novel delves into the back-story behind the *Star Wars* movies, giving insights into the lives of the fabled Jedi and their mortal enemies, the Lords of the Sith. The *Tales of the Jedi* collection is available now from Titan Books priced £10.99 – now, we don't want you *Star Wars* fanatics moaning that you've got nothing to read any more!



Big Mouth Billy Bass

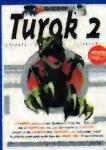
Just when you thought that ornaments couldn't get any weirder... along comes Big Mouth Billy Bass. This bizarre gadget is a fake bass fish mounted on a plaque, which you can hang on your wall or stand on your windowsill. When anybody walks past, Billy starts playing 'Take me to the River' or 'Don't worry, be happy' and comes to life to sing the chorus! This is definitely one of the weirdest gadgets we've had in the Not Nintendo section – particularly since Billy's miming is better than most of the acts on *Top Of The Pops*! Available from big-boys-toys.com, priced £26.99.



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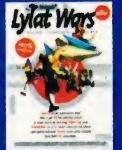
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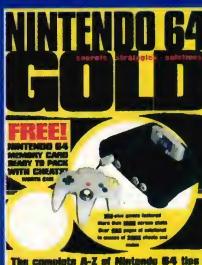
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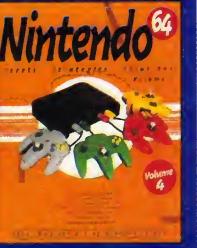
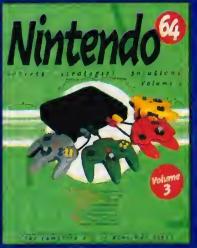
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NINDEX

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.



95% AND ABOVE

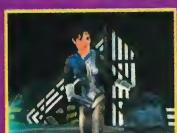
The Gold Medal Award only goes to those few games that you absolutely must own!



OUR
TOP
TEN!1: **PERFECT DARK**2: **STARCRAFT 64**3: **GOLDENEYE**4: **ZELDA**5: **WORMS**6: **RIDGE RACER 64**7: **TONY HAWK'S**8: **ISS '98**9: **RAINBOW SIX**10: **TRACK & FIELD**

Game Name	Company	Platform	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	●	17	82% The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	● ● ● ●	32	69% Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	● ● ●	29	50% Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	●	15	20% Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	● ●	15	40% Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2	● ●	14	73% Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	● ● ●	16	84% Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	● ● ● ●	27	85% Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	● ● ●	40	85% Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	●	24	70% Not entirely successful 'real' tennis game.
Armories: Project Swarm	Acclaim	1-4	● ● ● ●	34	81% <i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4	● ● ● ●	35	74% Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	● ●	36	42% Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4	●	17	25% Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	● ●	8	68% Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	● ● ●	16	90% Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	● ●	36	84% Surprisingly playable fishing game.
Battletank	3DO	1-4	● ●	26	78% Doesn't look like much, but it's a good multiplayer blast!
Battletank: Global Assault	3DO	1-4	● ●	37	88% Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	● ● ● ●	37	69% Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	● ● ●	25	93% Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	● ●	19	82% Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	● ● ●	3	80% Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	● ● ●	43	79% Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1	● ● ●	20	82% Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	● ●	9	80% Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	● ●	21	49% Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●	12	65% Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	● ● ●	18	82% Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	● ●	15	91% Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	● ● ●	22	90% As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2	● ●	26	45% Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2	● ● ●	35	0% Yes, zero percent! Absolutely the worst NG4 game ever!
Castlevania	Konami	1	● ● ●	24	85% Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	● ● ● ●	37	86% Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	● ●	10	64% Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	● ● ●	23	75% More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	● ● ●	29	68% Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	● ●	34	69% <i>South Park</i> version of <i>Mario Party</i> – more a rental than a buyer.
Chopper Attack	GT Interactive	1	● ● ●	18	70% Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 64 1/3	Interplay	1-2	● ●	8	8% The second-worst game on the NG4 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1	● ● ● ●	30	90% Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2	● ●	10	22% Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	● ● ●	18	23% A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	● ● ●	37	83% A fun little golf game with some nice features!
Daikatana	Kemco	1-4	● ● ● ●	38	84% An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	● ● ●	4	47% Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	● ● ●	34	74% Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	● ● ●	7	84% Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4	● ● ● ●	34	93% Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	● ● ●	1	70% Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	●	3	30% Snoozesome Japanese <i>Mario</i> clone for kids.
Dual Heroes	Hudson	2	● ●	9	18% Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	● ● ●	7	81% Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	● ● ●	27	89% Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	● ● ●	33	87% Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	● ●	37	64% Rather disappointing wrestling game, not up to the usual Acclaim standard.
EPGA Tour Golf	Infogrames	1-4	● ● ●	36	67% Slow and clumsy golf sim.

64 TOP SHOOT-'EM-UPS



1 <i>Perfect Dark</i>	99%
2 <i>Goldeneye</i>	95%
3 <i>Quake II</i>	93%
4 <i>Vigilante 8: Second Offense</i>	92%
5 <i>Rainbow Six</i>	90%

64 TOP FIGHTING GAMES



1 <i>WWF Wrestlemania 2000</i>	93%
2 <i>Super Smash Bros.</i>	87%
3 <i>WWF Warzone</i>	86%
4 <i>Mortal Kombat 4</i>	86%
5 <i>Kene: Warrior Princess</i>	85%

Game Name	Company	Platform	Issue	Score	Comment
Excitebike 64	Nintendo	1-4	41	94%	Motorcycle racing has never been so good!
Extreme 6	Acclaim	1-4	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	2	19%	A travesty of <i>The Beautiful Game</i> , awful in every way.
FIFA '99	EA Sports	1-4	24	89%	Best of the <i>FIFA</i> series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	9	80%	Vastly better than <i>FIFA 64</i> , but now replaced by <i>FIFA '99</i> .
Fighter's Destiny	Ocean	1-2	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	30	78%	Fun fighting game, though it's not exactly <i>Street Fighter</i> !
Forsaken	Acclaim	1-4	14	86%	A kind of turbo <i>Descent</i> – good, but some levels very short.
F-Zero X	Nintendo	1-4	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	20	85%	Appealing platform/puzzle game crossbreed.
Gremon 2	Konami	1-2	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	39	84%	Farming fun with this mad RPG – and it's pretty good!
Hexen	GT Interactive	1-4	5	30%	Completely crap port of the PC <i>Doom</i> -with-wizards title.
Holy Magic Century	Konami	1	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	17	83%	Odd mix of racer and platformer that's quite good fun.
Indy Racing 2000	1-2	43	79%	Incredibly fast racing game which is, sadly, slightly flawed.	
In-Fisherman Bass Hunter 64	Take 2	1-2	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	38	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 64	Konami	1-4	3	93%	Excellent footy game, now bettered by <i>ISS '98</i> .
ISS '98	Konami	1-4	18	95%	The best football game ever. Fact!
Jeremy McGrath Supercross 2000	Acclaim	1-4	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	6	44%	Dodgy Japanese super-deformed football title.



TEST OF TIME

Issue 38 saw Roy returning to the magazine, this time in the driving seat as Andy left for pastures new. Did this adversely affect how we looked at our games though?



Daikatana

Kemco • £39.99
Original Rating: 90%

As we said when we first played this game, there's more to it than you'd expect from a first-person shooter. However, over time the dated-looking graphics do begin to wear on you and now that *Perfect Dark* has arrived *Daikatana* looks severely out-classed. It's still good fun but with *Turok 3* on the way too this just can't compete.

Score:



Ridge Racer 64

Nintendo • £49.99
Original Rating: 94%

It was fast but – as *Indy Racing 2000* proved last issue – that doesn't necessarily make it a fantastic game. *Ridge Racer 64* was a definite hit in the office though and deservedly received a high score. The slight problem with jerkiness in the multiplayer mode means that this game loses a little appeal over time however.

Score:

84%



Tony Hawk's Skateboarding

Activision • £39.99
Original Rating: 93%

What can we say? This game was tremendous fun when it first appeared and it's still tremendous fun now! Sadly though, Activision obviously didn't produce enough copies because *Tony Hawk's* is now practically impossible to get hold of – shame!

Score:

91%

93%

Game Name	Company	Platform	Issue	Score	Comment
J-League Eleven Beat 1997	Hudson	1-4	8	60%	Another <i>J-League</i> game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88%	Japanese <i>ISS</i> update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	98%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	78%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87%	N64 remix of the SNES <i>Starfox</i> , but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70%	Ruin-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65%	<i>Tetris</i> with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	37	81%	More of the same, so if you liked the original...
Michael Owen's WLS 2000	THQ	4	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	40%	Humdrum baseball game that pales alongside <i>All-Star Baseball</i> .
Milo's Astro Lanes	Interplay	1-4	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	9	46%	Risible attempt to add platforms to the <i>Mortal Kombat</i> franchise.
Monster Truck Madness	Take 2	1-4	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	80%	Finally, a decent <i>Mortal Kombat</i> game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	21	89%	Updated and improved version of <i>NFL QBC '98</i> .
NHL Quarterback Club 2000	Acclaim	1-4	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	25	74%	Almost identical to <i>Breakaway '98</i> , so out of date!
Nightmare Creatures	Activision	1	24	65%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle 64	Nintendo	1	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.

64 TOP
ADVENTURE GAMES

	1 <i>Zelda</i>	96%
	2 <i>Resident Evil 2</i>	94%
	3 <i>Silicon Valley</i>	87%
	4 <i>Castlevania 2</i>	86%
	5 <i>Castlevania</i>	85%

95

64 TOP
PLATFORM GAMES

	1 <i>Rayman 2</i>	94%
	2 <i>Donkey Kong 64</i>	93%
	3 <i>Super Mario 64</i>	92%
	4 <i>Rocket Robot On Wheels</i>	91%
	5 <i>Shadow Man</i>	90%

64 TOP
4-PLAYER GAMES

	1 <i>Perfect Dark</i>	98%
	2 <i>Goldeneye</i>	95%
	3 <i>ISS '98</i>	95%
	4 <i>Worms: Armageddon</i>	91%
	5 <i>Shadow Man</i>	90%

64 TOP RACING GAMES

1	F-1 World Grand Prix	94%
2	Ridge Racer 64	91%
3	Micro Machines Turbo 64	90%
4	F-Zero X	90%
5	F-1 World Grand Prix II	90%

64 TOP SPORTS GAMES

1	ISS '98	95%
2	Tony Hawk's Skateboarding	94%
3	ISS 64	93%
4	Michael Owen's WLS 2000	90%
5	NFL QBC 2000	90%

Game Name	Company	1-4	1	2	3	4	5	Issue	Score	Comment
Olympic Hockey '98	GT Interactive	●	●	●	●	●	●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1	●	●	●	●	●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4	●	●	●	●	●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4	●	●	●	●	●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	●	●	●	●	●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1	●	●	●	●	●	32	88%	Strange but compelling photo-safari game.
Pokémon Stadium	Nintendo	1-4	●	●	●	●	●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4	●	●	●	●	●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2	●	●	●	●	●	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4	●	●	●	●	●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2	●	●	●	●	●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4	●	●	●	●	●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	●	●	●	●	●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2	●	●	●	●	●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	●	●	●	●	●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	●	●	●	●	●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	●	●	●	●	●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4	●	●	●	●	●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	●	●	●	●	●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	●	●	●	●	●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1	●	●	●	●	●	35	94%	Fantastic (and gory) zombie-filled adventure.
Re-Volt	Acclaim	1-4	●	●	●	●	●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4	●	●	●	●	●	38	91%	The best version of Ridge Racer so far and the hottest racing game on the N64!
Road Rash 64	THQ	1-4	●	●	●	●	●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	●	●	●	●	●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	●	●	●	●	●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1	●	●	●	●	●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4	●	●	●	●	●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	●	●	●	●	●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	●	●	●	●	●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	●	●	●	●	●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1	●	●	●	●	●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1	●	●	●	●	●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	●	●	●	●	●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●	●	●	●	●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4	●	●	●	●	●	11	83%	Fun comedic snowboard game with lots of special weapons.

64 MAGAZINE'S MOST WANTED!



Donald Duck in Conker's Bad Fur Day

It's not actually that far off now and if you saw our exclusive feature on this Disney licence running on the Rayman engine last issue then you'll already know that it's looking very nice indeed!



Conker's Bad Fur Day

It's got cute animals, over-the-top, very 'un-PC' violence and even swearing! This game from Rare promises to surprise – and shock – everyone!



Resident Evil Zero

We're still fighting to get hold of some new playable code for this little baby and it's fair to say that we'd probably sell our own parents for a go at it! (If anyone from Capcom is reading: that was a joke.)



Zelda: Majora's Mask

We've had the Japanese version in the office already. Now we want to get our hands on the English-language incarnation! Bring it on!



Starcraft 64

Still waiting for the UK release of this incredibly addictive arcade strategy game and it's very frustrating because we had to give the import copy we had back! Definitely a game that's worth the wait though.

Game Name	Company	Platform	Issue	Score	Comment
Snowboard Kids 2	Atlus	1-4	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	23	64%	Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1	20	87%	Bizarre but engrossing adventure full of robot animals.
Starcraft 64	Nintendo	1-2	42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty <i>Banjo-Kazooie</i> type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an <i>R-Type</i> / <i>Axelay</i> shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb <i>Star Wars</i> combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	45%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchi.
Tarzan	Activision	1	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move <i>Tetris</i> into 3D.
TGR 2	Kemco	1-4	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	32	80%	Yet another <i>Tetris</i> update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better <i>Top Gear Rally</i> .
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the <i>Doom</i> mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by <i>WWF Warzone</i> .
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of <i>WCW Vs NWO World Tour</i> , slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	38	86%	Top <i>Metal Gear Solid</i> -style action with an unfortunate camera.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of <i>FIFA</i> .
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	88%	Japanese version of <i>ISS 64</i> .
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4	30	87%	Takes <i>Warzone</i> 's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by <i>WWF Attitude</i> .
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
X62	Acclaim	1-4	20	70%	Sequel to <i>Extreme 6</i> , but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/ PUZZLE



1 <i>Bust-A-Move 2</i>	91%
2 <i>Bust-A-Move 3DX</i>	90%
3 <i>Puyo Puyo Sun 64</i>	87%
4 <i>Wetrix</i>	86%
5 <i>Lode Runner</i>	82%

64 TOP STRATEGY/ SIMULATION GAMES



1 <i>Starcraft 64</i>	95%
2 <i>Command & Conquer</i>	90%
3 <i>Premier Manager 64</i>	85%
4 <i>Blast Corps</i>	80%
5 <i>Ogre Battle 64</i>	77%

64 TOP BAD GAMES



1 <i>Carmageddon</i>	0%
2 <i>Clayfighter</i>	8%
3 <i>The Glory Of St Andrews</i>	10%
4 <i>Superman</i>	14%
5 <i>Waialae Country Club</i>	15%

EXCLUSIVE!

WWF No Mercy
 The first review of
 what looks like being
 the best wrestling
 game so far!

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 extensive coverage of the
 biggest videogames event
 of the year – ECTS 2000!

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Dead Pool: Holiday, tan already fading! Airport delays;
 British Summers?!! Toothache? Comed beef legs on
 tourists; Faulty Ioms; Nightmarish train delays; Late
 artwork; Fluffed freelance; Change we fear it.

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